CU AMIGA-64

JANUARY 1990
AN EMAP PUBLICATION

£1.30
DM 6.50
HFL 6.75
PTA 355

BRITAIN'S BEST SELLING AMIGA MAGAZINE

B MOVIE INVASION
+ IT CAME FROM THE DESERT

FREE!
1990 POSTER/ CALENDAR

GHOULS 'N' GHOSTS





ARCADES EXCLUSIVE
R-TYPE II

EXCLUSIVE

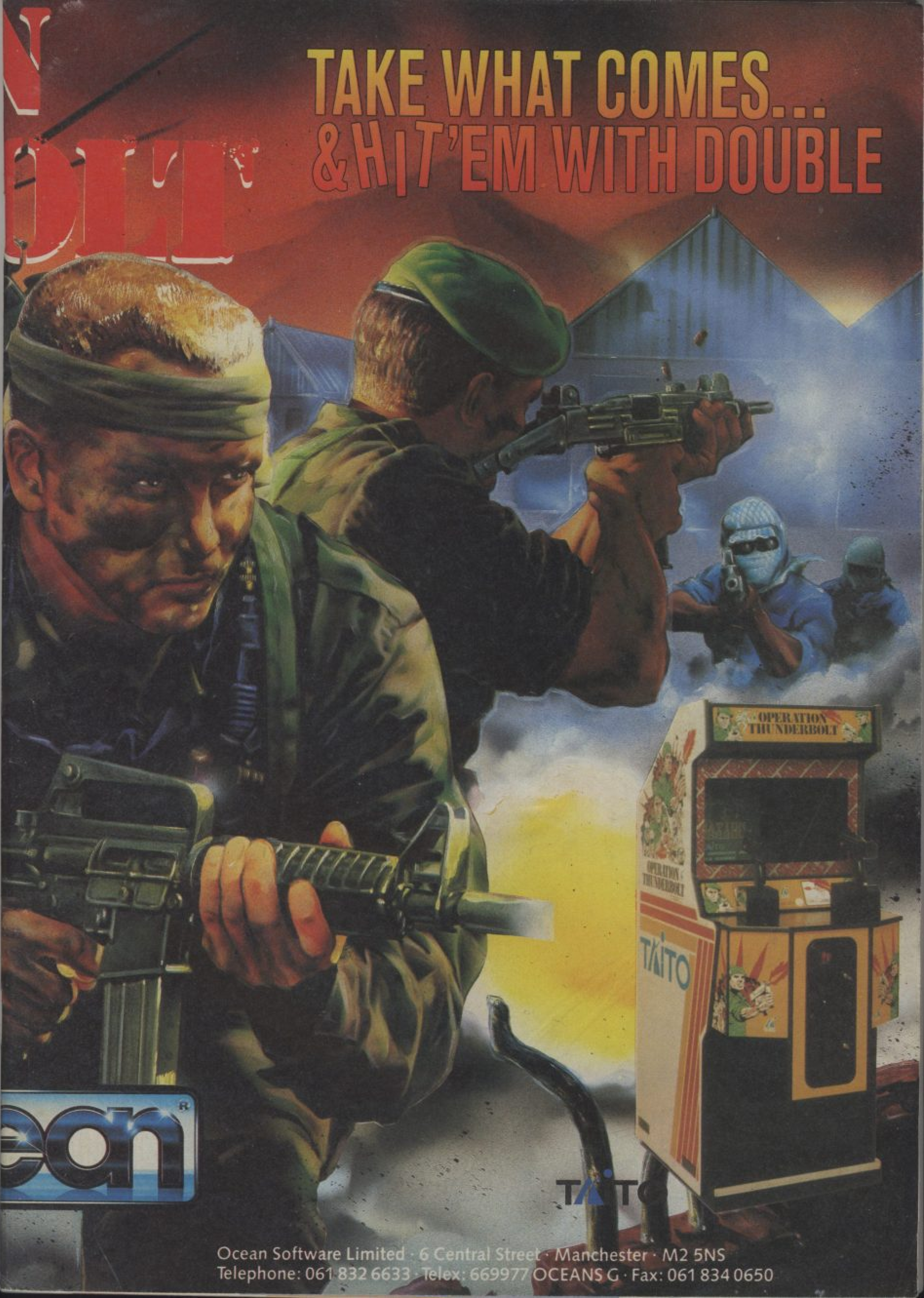


OPERATION THUNDERBOLT

01
9 770265 721002

WIN
A VIDEO RECORDER
A CAMERA


OPERATIO
THUNDERB
BLOCKBUSTER FOLLOW-UP TO LAST CHRISTMAS'S No. 1 HIT...
OPERATION WOLF...
NOW WITH TWICE THE ACTION, TWICE THE FUN, TWICE THE CHALLENGE
ROY ADAMS IS BACK!
The Hi-jack report came from a DC10 leaving Paris for Boston – Arab guerillas were in control of flight 102 and had turned the aircraft towards Africa ... The plane lands in hostile territory and the terrorists begin their demands ...
USE THE LASER SIGHT,
or the bulletproof vest, but watch out for
AIR-TO-GROUND MISSILES!
Operation Thunderbolt the incredible Taito coin-op conversion brought NOW to your home computer.
OPERATION THUNDERBOLT
OPERATION INITIATED! RESCUE ALL HOSTAG
LIFE
SPECTRUM AMSTRAD £9.99 COMMODORE CASSETTE
SPECTRUM AMSTRAD £14.99 COMMODORE DISK
ATARIST £19.99
CBM AMIGA £24.99



TAKE WHAT COMES...
& HIT'EM WITH DOUBLE
OPERATION THUNDERBOLT
TAITO
ean
TAITO
Ocean Software Limited · 6 Central Street · Manchester · M2 5NS
Telephone: 061 832 6633 · Telex: 669977 OCEANS G · Fax: 061 834 0650



DYNAMIC DEBUGGER™
THE ULTIMATE IN PEST CONTROL!
GET THEM BEFORE THEY GET YOU!
DYNAMIC DEBUGGER – Spray your way through 10 bug-infested worlds on your quest to attain the ultimate accolade from the elders of Shoggle Waggle – Licenced Dynamic Debugger!
GASP at the incredible graphics – over 4,000 colours on screen in the world's first moving Hold And Modify game (Amiga only). But don't stand gawping for too long – there's a job to be done!
Wipe out the insectoid pests with a variety of wild 'n' whacky weapons, including a cork-firing champagne bottle, a vacuum cleaner, a DDT gun and a battery!
SCREEN SHOTS FROM AMIGA VERSION
AVAILABLE SOON ON AMIGA
© 1989 MIRRORSOFT LIMITED
Dynamic Debugger was designed and produced by Interactive Pixels. Commodore Amiga version programmed by Andy Reece and Jon Knox. Graphics and cover illustration by Pete Lyon. Music arranged by Anthony Ellis. Not for distribution to the Republic of South Africa.
IMAGE WORKS IRWIN HOUSE 118 SOUTHWARK STREET LONDON SE1 0SW TELEPHONE: 01 928 1454 FAX: 01 583 3494

SPECIALS





Editor — Mike Pattenden; Deputy Editor — Steve James; Staff Writer — Mark Patterson; Art Editor — Elaine Bishop; Art Assistant — Osmond Browne; Advertising Manager — Tom Glenister; Senior Sales Exec — Fiona McMahon; Classified/Production Manager — Vanessa Bysouth; Publisher — Clive Pembridge; Editorial/Advertising — 01-251 6222;

Distribution — EMAP Frontline Limited, Park House, 117 Park Road, Peterborough PE1 2TR Tel: 0733 555161; Back Issues — PO Box 500, Leicester, LE99 0AA; Subscriptions — PO Box 500, Leicester LE99 0AA Tel: 0858 410510; Annual Subs. (UK) £17.99; Europe — £29; World — £50.

Registered Offices: Priory Court 30-32 Farringdon Lane, London EC1R 3AU. ISS 0265-721X.

B my baby

CU JANUARY CONTENTS



Bomber



Operation Thunderbolt



It Came From The Desert

REGULARS

REVIEWS



Ghouls 'n' Ghosts



Ghostbusters II

ABC

66,211
July-Dec 1989

Member of the Audit Bureau of Circulation

BUZZ



VIRGIN GO FOR DUNE

Virgin Mastertronic are attempting the near impossible by licensing Frank Herbert's 'Dune', one of the longest and most complex science fiction novels ever written.

Of course, complicated storylines and themes have been successfully transferred to the home computer — 'The Lord of the Rings' most obviously springs to mind. But it will be interesting to see the angle which will be taken with the infinitely more convoluted 'Dune'.

The plot of the novel revolves around the search for Spice, a bizarre and exotic fuel which allows travellers to warp from planet to planet.

The Sand World is the only place in the universe where Spice can be mined — and it is populated by witches who only give birth to female babies.

A prophesy is fulfilled when this pattern is broken and a man child is born. He heads off into the desert, to find a lost tribe and develops the Weirding, a telekinetic power of awesome destructiveness.

That's for starters. Quite how Virgin intend to cut down a ream or so of intricate prose and cultish philosophy we just don't know. But they obviously intend to rise to the challenge.

NO AMIGA MECHS

In a surprise announcement Activision have told us that they have no plans to convert the fabulous *Mech Warrior* onto the Amiga.

Mech Warrior, which seems set to storm the PC charts, has been developed by the American arm of Activision and because of the needs of the US market, only 64 and PC versions of the game are being produced.

Mech Warrior is based upon an eight-tier US coin-op RPG cum sim, which has you progressing from being the pilot of the humblest fighting robot to a supercharged, blue chip mercenary. Your view is from the cockpit outwards and the 3D graphics are nothing short of stunning.

Let's hope that Activision do the decent thing and give Amiga owners a chance to play this top-notch release.





SECOND STAGE FOR KICK OFF

Possibly the best footie sim ever is to have a follow up. Anco's *Kick Off – Extra Time* will have faster teams, more referees and four new formations.

Other options include a choice of pitch surfaces, adjustable wind factors, varying shot power and curled shots. Finally, you'll be given control over goal levels and the keepers will generally be a whole lot smarter this time round.

Anco's next project is the strategy, *Player Manager*, and they'll be starting *Kick Off 2* in January. *Player Manager* will allow you to hire and develop both individual players and teams, and it will be on sale soon.



TRIP THE LIGHT FANTASTIC

Hello trees, hello lucky break. History, so they say, does go round in circles. And by some synchronic twist of fate Jeff Minter's hippyesque Llamasoft Software, more usually associated with the nut cutlet end of the business, seems to be almost on the edge of being trendy by releasing on the Amiga the *Trip-A-Tron*, an acid inspired lightshow.

'Trip-A-Tron offers a new art form to those with the imagination to tame it,' vows Llamasoft. The *Trip-A-Tron* is not a sound to light program, but it can accept and manipulate images from IFF files. On Amigas with one Meg or more these images can be animated.

For £29.95 the *Trip-A-Tron* comes complete with a Filofax-style manual and will allow you to get make use of such wild-sounding system controls as The Colour Cooker, Global Parameters, Parellelism, lots of sheep icons and The Sillyscope. And there wil be further releases of the same ilk. Watch this astral space.

OOPS, IT'S DESERT MEG

The gremlins have been at work. We got so carried away with the excellence of *It Came from the Desert* that we forgot to mention that it's a one meg only game.

Most A500 owners would no doubt give their right arm to get their mitt on even a cut-down version — so how about it Cinemaware?

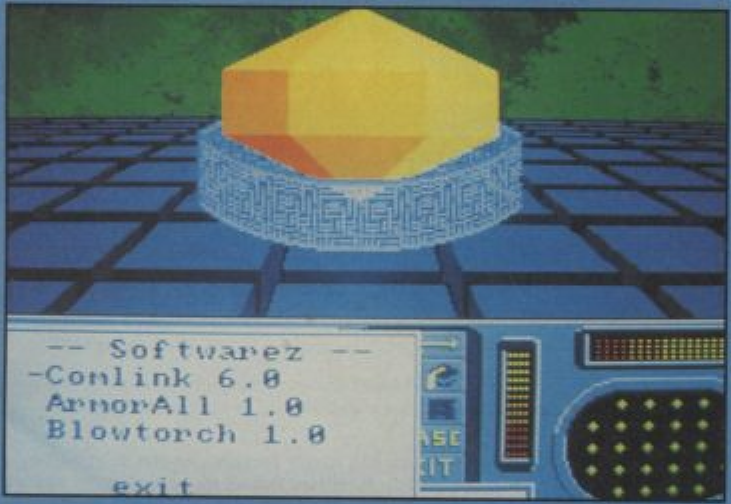
CYBERBALL



Cyberball on the Tengen label will be released in mid-January to coincide with the SuperBowl, although Domark's conversion of the Atari coin-op will include just one or two tactics which won't yet be gracing the "Only robots five times the size of humans can handle the 350lb ball made from steel and high-explosive. Your all-cyborg team line-up will have a Dirty Harry style name such as Los Angeles Assassins or New York Enforcers.

But from there on it's much the same as American Football — aside from the flying shrapnel and the thud and the scrape of metal limb on metal limb.

NEUROMANCER



These first screen shots are taken from the forthcoming game based upon William Gibson's cyberpunk novel, which will feature DEVO's next single on its soundtrack.

Neuromancer will be set in Japan in the twenty-first century. You must hack into Cyberspace databases in order to retrieve information from government and corporate computer systems.

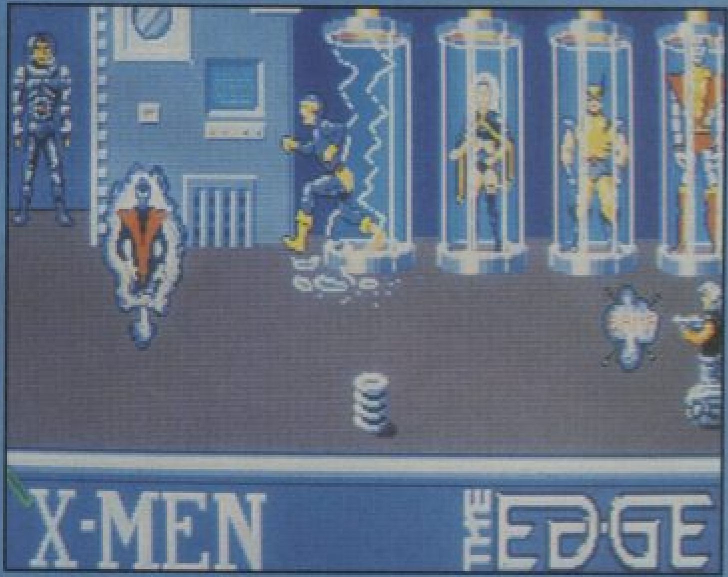
As anyone who read the last two issues of CU should know, cyberspace and cyberpunk are the realities of the future. All here at CU Towers can't wait to see it.

X-MEN

Following *The Punisher*, The Edge's next comic licence will be *The X-Men*, which will take the form of three-onto-three combat between some of the most popular marvel characters including the formidable Wolverine.

Juggernaut, Cyclops and Magneto will also loom large in this, the first of three *X-Men* games.

And The Edge have confirmed that they wish to establish themselves as a comics-based operation. 'Comics have a greater longevity than films, which more often than not are here today and gone tomorrow,' claimed its spokesman.



WONDERLAND

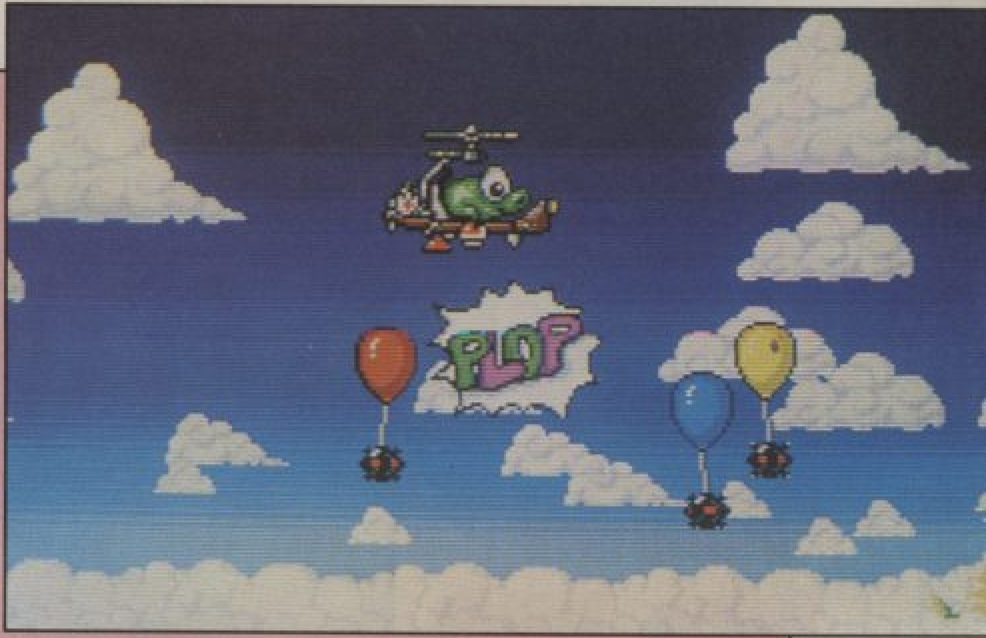
Newline, the burgeoning Norwegian softcos responsible for this game insist that the final version of *Wonderland* will include this many sprites of such large proportions onscreen simultaneously without sacrificing the speed and depth of gameplay.

Newline have tossed all things bright and beautiful into *Wonderland*. Dwarvism, flying teapots and turtles have ended up in the melting pot. Newline are already getting a reputation for the painstaking detail which they put into their work. They are hoping that *Wonderland*, which is being produced on TDK disks at normal game price, will establish them in their careers.



BUZZ

NEBULUS



Now this one does look like it's going to be a cutie, eh? *Nebulus 2* from Hewson marks the return of the big-eyed reptile, as Pogo goes on his merry way through Nor, a land of sea and towers.

If you're going to make a game look sweet you may as well go the whole hog, and the be-helicoptered Pogo is a suitably plump and goofy-looking animal.

You can bet that there'll be at least a dozen or more 'aaah' inducing elements, plus plenty of slides, ladders, swinging ropes and teleports for Pogo to play with.

GRIMBLOOD

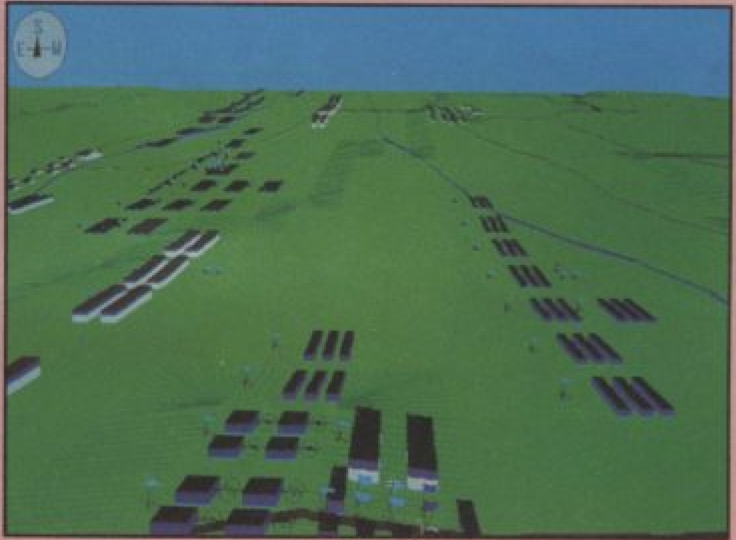


Here's one for those who like puzzlers. Amiga owners will soon be able to get their hands on *Grimblood*, a Gothic whodunit, which has been written by veteran programmer Mike Singleton.

The aim of the game is to avoid a backstabbing assassin while breaking out of gruesome and spooky castle Grimblood.

This Virgin Mastertronic release promises a different game every load. And you can expect Mike's dark and deadly deeds to be on your screens by February.

AUSTERLITZ



This rolling green landscape looks far too attractive to turn it into a mud 'n' guts bloodbath, but that's exactly what you'll have to do if you re-enact a Napoleonic battle in this strategy from PSS.

Austerlitz was a landmark encounter between the Frenchman's forces and the combined weight of the Austro-Russian army. The game shares many facets of the much acclaimed *Waterloo*. You will be given the option to base your campaign on actual historical moves, or you can make them up instead.

TYPHOON THOMPSON



Broderbund's futuristic tale of desert island deeds will finally be making its debut on the Amiga.

Typhoon Thompson (Search for the Sea Child) is set in 2124 on the sinister ocean planet Aguar. It's your job to succeed where three search parties have failed and to locate the human child which, it is believed, has survived the clutches of the hideously fiendish Sea Sprites.

The sea-bound arcade adventure has been going down a storm on other formats. *Typhoon Thompson* should provide you with a whole range of malarkey on the briny. Get read for a hover on your jet sled within the not-too-distant future.

BUZZ



WAR IN MIDDLE EAST

Virgin Mastertronic are plunging head first into the delicate waters of international politics with *Conflict*, a strategy simulation based upon the tensions between Israel and her neighbours.

The game is to be based in 1997 against a backdrop of rearmament and nuclear testing. The Israeli Prime Minister has been assassinated and you have been sworn in as successor. 'The aim of the game,' claim its makers, 'is to force the collapse of all four neighbouring governments via direct military defeat, political destabilisation or by general pressure during the game . . . your only problem is to keep Israel alive for long enough to complete the game'.

Curiously for a game of military strategy, there appears to be no way you can play the opposing side, in this case some of the Arab countries, such as Egypt.

Superpower aggression lies at the heart of this game, and it features a great deal of treachery and pre-glasnost skulduggery.



IN SEARCH OF THE TITANIC

Search for the Titanic will follow the historical route of the people who found the wreck, claims CRL's Mike Hodges. Dr Robert Ballard, who led the expedition, has acted as advisor to the game and has written the foreword to the manual.

The 'unsinkable' SS Titanic, which went down with terrible loss of life on April 16th 1912, lay stricken on the bed of the Atlantic for practically eighty years until Ballard and his crew located her and dived to meet her using some of the world's most sophisticated detection and subaqua equipment.

Although details of the game are sketchy, it does seem likely that you won't be dealing with the usual gamut of underwater nasties. But Hodges claims that there will nevertheless be a degree of tension and uncertainty provided by the hazards of deep sea diving, and that this should give the gameplay its edge.

No attempt has yet been made to raise the ship — and the game won't be featuring a re-flotation sequence either.

However *Search for the Titanic* should be coming up for air in the not-too-distant future.

THE BEAST SHADOWED

Psygnosis will be releasing a follow up to their entirely handsome *The Shadow of the Beast*.

The as yet untitled game should be due out in the shops toward the middle of the year. The sequel promises more of Psygnosis' lushly animated sequences and graphic skills.





VIDEOPHILIA FROM EA

An easy tool to make your own television, and one which lets you control what you watch is how Electronic Arts describe *Deluxe Video III*, their new video program for the Amiga.

Pitched toward more sophisticated use than its predecessor, *Deluxe Video III* supports all Amiga resolution modes (including HAM, hi-res and interlace), super bitmaps, high speed animation, MIDI output and IFF standard sound and music files.

Recommended for use with *Deluxe Paint III*, this new package is aimed at the professional and semi-professional animator.

Deluxe Video III will be available throughout January at an introductory price of £79.99, rising to £99.99 on March 1st. Upgrades will be on sale for *Deluxe Video 1.0* and *1.2*.

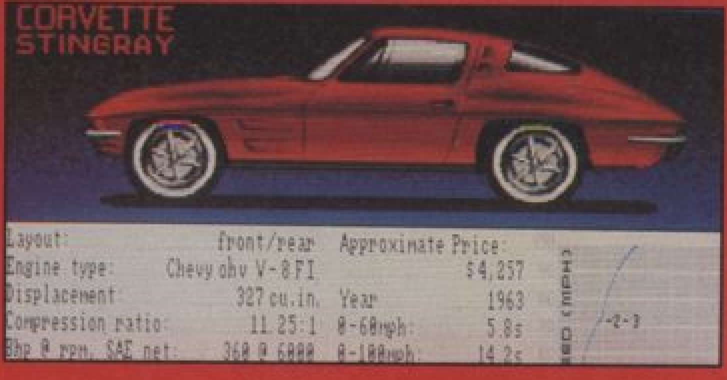
SCRATCH 'N' BIFF

Taking a cue from other forms of publishing, System 3 have made it known that they intend to release a repackaged and revised version of *Last Ninja* some time this spring. The game will be entitled *Last Ninja — The Scratch Mix*.

Acknowledging that this is something of a departure, System 3's Adrian Cale comments: 'The record and book industries do this sort of thing all of the time, so why shouldn't we? *Last Ninja* has been one of our biggest sellers; there's still some life in it yet and the public will be interested in the additional scenes which we'll be adding.'

System 3 have confirmed that if the experiment goes well they'll be considering similar treatment for some of their other titles.

MUSCLE CARS



This newie from Accolade is for all of you out there who take an interest in Americana.

Muscle cars was the name given in the fifties and early sixties to those gleaming chrome and fin-winged roadsters so beloved of bar-hoppin' American 'yoof'.

The game will have all of the usual Haynes Manual-style options screens which give detailed break downs of the torque ratios, compression and bhp for the car of your choice. But as soon as you've done all the sprockety bits then — zoom — it's off for a bit of a high speed chase.

***Muscle Cars* on the Amiga will be on its way to you shortly.**

ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

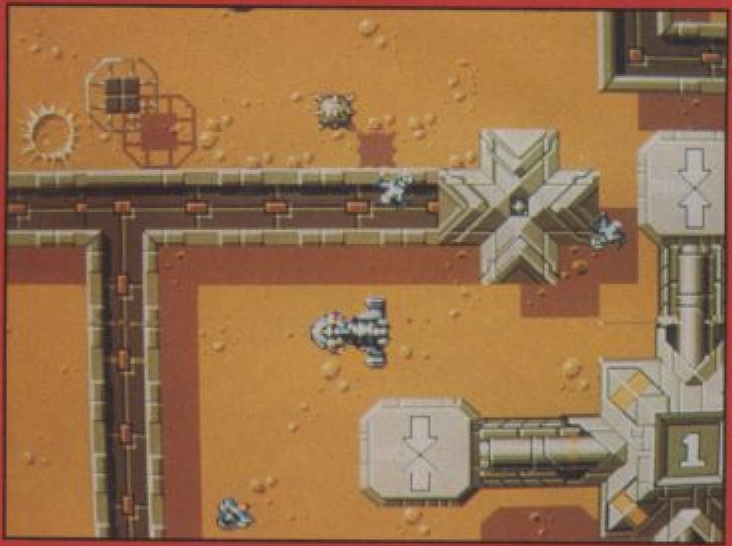
Tengen's tale of space age tin cans, hostage taking and xenophobia is nearing completion.

All of the 50s sci fi style graphics and storyline have been retained from the original Atari coin-op, and as you zoom down to Planet X you'll need a great deal more than your wits about you.

***Escape from the Planet of the Robot Monsters* will be Tengen's next release and Domark, its parent company, hope that the game will cap what has now been almost a full first year of lucrative business.**



VAUX



Distributed in the UK by The Software Business Ltd, this will be the first from Hurikan Software, a new Paris-based company.

Programmed by Tony Cooper, who was responsible for 16-bit *Cybernoid*, *Vaux* has you playing a black-market trader who's up against pirates, fellow traders and the intergalactic bill.

It sounds like you have to obey the many Space Federation rules and regulations concerning the transportation of cargoes — carrying isotopes and livestock, needless to say, is a definite no no.

***Vaux* on the Amiga will be making the short hop across The Channel before too long.**

FULL METAL PLANET

Infogrames game has nothing to do with a film about the Vietnam war ('Full Metal Jacket') or even Dan Quayle, the Vice President of the USA (whose nickname in the gossip columns is full dinner jacket).

***Full Metal Planet* is, in fact, a computer adaptation of Full Metale Planete, a strategy board game that has been doing rather well in the rest of Europe.**

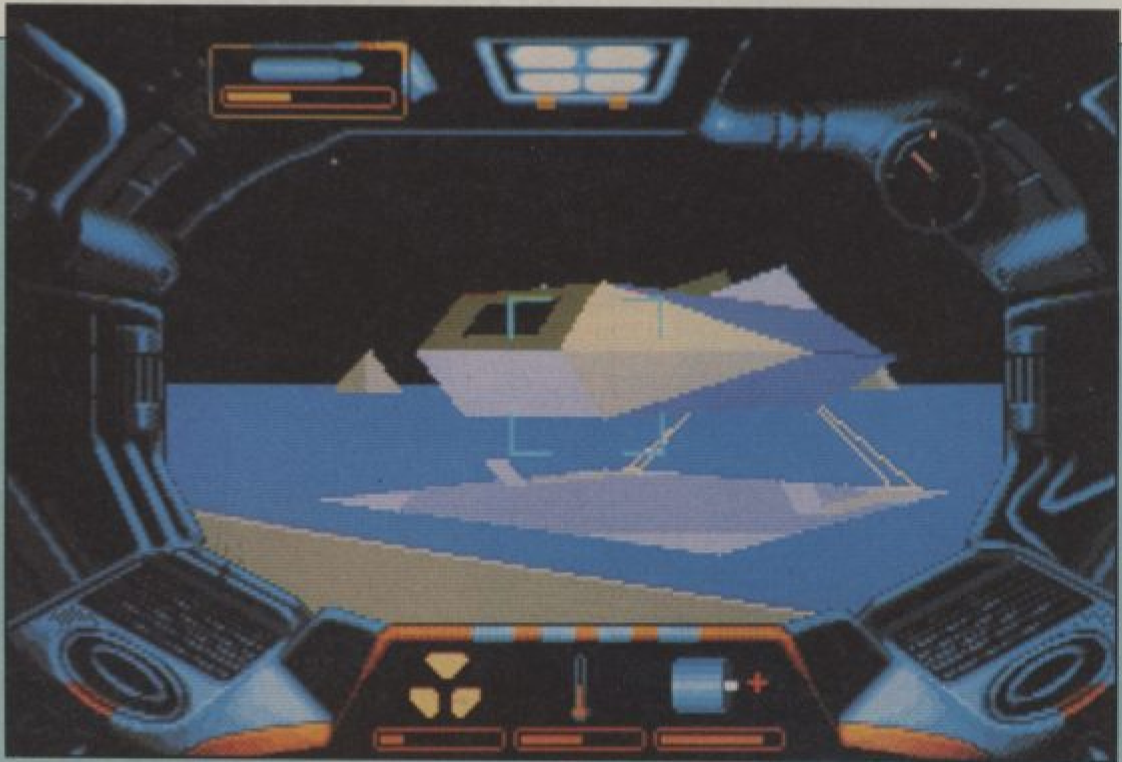
The plot has you acting as a sort of Man With No Name, who quite literally has been hired for his weight in gold. The mission: to land on Full Metal Planet and pinch as much ore as possible while doing in your rivals.





THE DEEPEST GAME EVER...
Aquanaut
The company that produced "The Kristal" bring you an inter-active arcade adventure written in the spirit of 1940's cinema heroes, taking place deep under The Ocean in a maze of underwater caverns and then in the Fabled City of Atlantis. Surmount the perils of the deep with a clever strategy and slick joystick control ... the underwater world could be yours.
SWIM 20 miles underwater
BATTLE really nasty creatures
FIND The Lost City of Atlantis
AVOID Mutant Sharks, Swordfish and Jellyfish
HUNT for hidden clues
SMASH The Ramanishi
SHOOT your way to Victory
SAVE The World.
Screen shots from various systems.
Mermaid in Britain
FROM THE PRODUCERS OF "THE KRISTAL"
Available On: Atari ST, Amiga
£24.95
SURMOUNT THE PERILS OF THE DEEP
PRISM LEISURE CORPORATION PLC
Unit 1, Baird Road,
Enfield, Middlesex
EN1 1SJ.
Addictive
LIVE THAT DREAM

BUZZ



INFESTATION

The next in line from Psygnosis will be — quite literally — a bit of a bad egg, or many bad eggs to be precise.

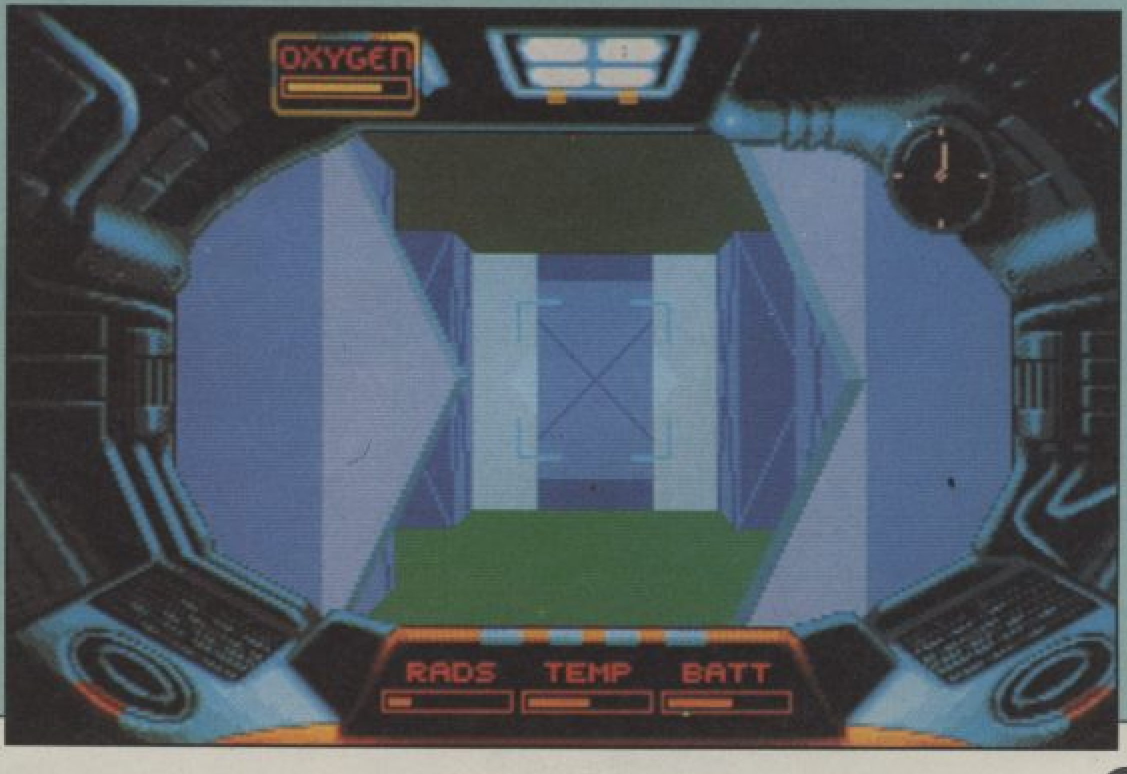
The 3D arcade adventure will have a nightmare sci-fi style scenario that has you pitting your wits against dozens of mutant aliens which are hatching out and devouring members of a remote scientific colony.

Infestation will make use of a custom-made program for 16-bit graphics. Psygnosis are promising screens which are more fully animated than most, as well as some pretty intricate 3D effects (Psygnosis give this example: 'whereas in other systems a doorway into a room might be represented as a simple block oblong, the Infestation graphics system actually allows you to see through the doorway into the room').

The horrors in this game are the semi-translucent jelly-like eggs, which peal open to receive all manner of inhumanity. But there will be other hazards to contend with including vast areas of irradiated wasteland, sentry droids, the mother alien and the curiously named welding droids, which are fatally charged robots that patrol the tunnels of the space base.

In its final incarnation *Infestation* will be more than a standard alien blaster. You're going to have to perform a number of tasks which will be connected to the sorts of risks you'd find in a hostile environment; complicated navigation techniques will also feature prominently in the game, which we'll be reviewing soon.







CHARTS

TEN COIN-OPS FOR THE EIGHTIES

Space Invaders
R-Type
Operation Wolf
Stargate
Out Run
Arkanoid
Double Dragon
Gauntlet
Pacmania
Super Mario Brothers

C64 CHART

TM	LM		
1	NE	BATMAN — THE MOVIE	OCEAN
2	NE	PAPERBOY	ENCORE
3	NE	ROBOCOP	OCEAN
4	NE	POWERDRIFT	ACTIVISION
5	NE	UNTOUCHABLES	OCEAN
6	NE	GHOSTS AND GOBLINS	ENCORE
7	NE	STUNT CAR RACER	MICROSTYLE
8	NE	CRAZY CARS	HIT SQUAD
9	NE	CABAL	OCEAN
10	NE	SHINOBI	VIRGIN
11	NE	COBRA	HIT SQUAD
12	1	RAMPAGE	HIT SQUAD
13	5	100% DYNAMITE	OCEAN
14	8	NIGEL MANSELL'S GRAND PRIX	ALTERNATIVE
15	64	CONTINENTAL CIRCUS	VIRGIN
16	NE	WIZBALL	HIT SQUAD
17	12	BARBARIAN	PALACE
18	57	SHORT CIRCUIT	HIT SQUAD
19	2	STRIDER	US GOLD
20	41	FATHER CHRISTMAS	ALTERNATIVE

TEN GAMES FOR THE EIGHTIES

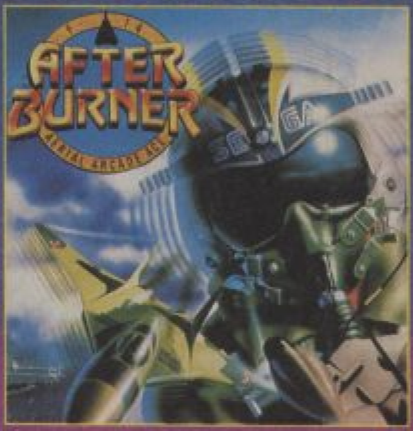
Elite
Uridium
Rocket Ranger
Kick Off
Last Ninja
Sentinel
Nebulus
Speedball
Mercenary
Falcon

AMIGA CHART

TM	LM		
1	2	BATMAN — THE MOVIE	OCEAN
2	1	XENON 2	MIRRORSOFT
3	3	SHADOW OF THE BEAST	PSYGNOSIS
4	NE	STUNT CAR RACER	MICROSTYLE
5	15	ROBOCOP	OCEAN
6	11	BEACH VOLLEY	OCEAN
7	28	POWER DRIFT	ACTIVISION
8	24	CONTINENTAL CIRCUS	VIRGIN
9	4	KICK OFF	ANCO
10	16	LOMBARD RAC RALLY	DATABASE/MANDARIN
11	9	FALCON	MIRRORSOFT
12	20	STRIDER	US GOLD
13	21	TEST DRIVE 2	ACCOLADE
14	5	ALTERED BEAST	ACTIVISION
15	7	POPULOUS	ELECTRONIC ARTS
16	NE	INTERPHASE	MIRRORSOFT
17	NE	EXTRA TIME	ANCII
18	28	TV SPORTS FOOTBALL	MIRRORSOFT
19	12	PAPERBOY	ELITE
20	NE	BATTLE SQUADRON	ELECTRONIC ZOO
21	14	BLOODWYCH	MIRRORSOFT
22	NE	GHOSTBUSTERS 2	ACTIVISION
23	NE	HARD DRIVIN'	DOMARK
24	61	FUN SCHOOL 2	DATABASE/MANDARIN
25	6	F16 COMBAT PILOT	DIGITAL INTEGRATION
26	NE	KENNY DALGLISH SOCCER MATCH	IMPRESSIONS
27	35	SHINOBI	VIRGIN
28	31	RICK DANGEROUS	RAINBIRD
29	22	GUNSHIP	MICROPROSE
30	NE	KENNY DALGLISH SOCCER MANAGER	COGNITO

100% DYNAMITE

AFTER BURNER

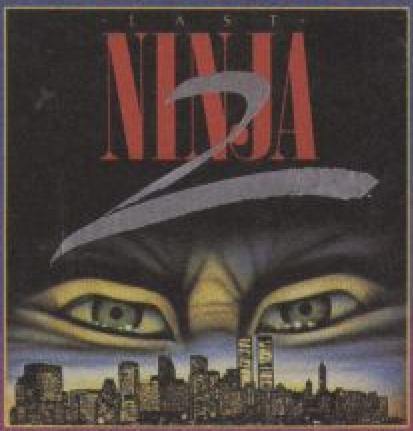


SHAKE . . . RATTLE . . . ROLL IT

AFTERBURNER – You've played the arcade smash – now experience the white-knuckled realism of a supersonic dogfight at home! Using your heat-seeking missiles and laser anti-aircraft fire, can you be top gun against supersonic swarm?

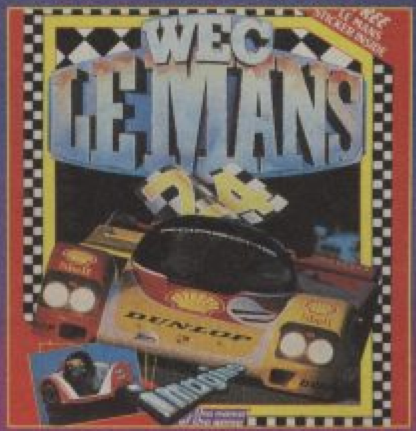
Experience brain-numbing G-forces; bones rattling with the body-jarring pitch and yaw . . . scan with your radar, lock on your target and FIRE!

LAST NINJA 2



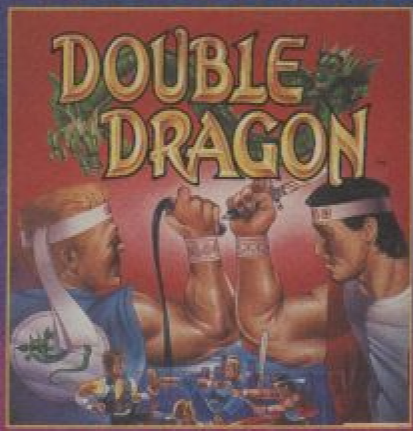
Once beaten, but not destroyed, the evil Shogun Kunitoki used all his mystic powers to transport himself through time and establish a new empire of tyranny in modern day Manhattan. In fear of Kunitoki's growing powers, the arcane gods used all their wisdom to bring you, the Last Ninja, across the abyss of time and confront your arch-enemy once more. You arrive in this frightening and awesome modern world bringing nothing with you save your intelligence, skill and cunning and a burning desire for vengeance. Will this be the final battle? Can you vanquish Kunitoki once and for all?

WEC LE MANS



The World's most famous sports car race comes to your home computer screen with this exciting simulation of the 24 hour Le Mans race. World endurance Championship sports cars battle through day and night sequences where both strategy and driving skills are required to take the winner's laurels. This stimulating challenge inspired by Konami's sit in driving simulator reproduces all the elements at the famous race with every twist and turn of the track.

DOUBLE DRAGON



Skillful programming has taken the superb graphics and addictive game play of the monster Arcade hit and faithfully reproduced it in home computer versions.

Join in deadly combat with the savage street gang of the infamous Shadow Boss. Use whatever weapons come to hand as you pursue the gang through the slums, factories, and wooded outskirts of the city to reach the Black Warrior hideout, for the final confrontation with the Shadow Boss himself!

FOUR EXPLOSIVE HITS IN ONE SPECIAL COMPILATION

SPECTRUM
COMMODORE
AMSTRAD

£14.99

CASSETTE

FROM

ocean

ALSO AVAILABLE ON DISK

£17.99

Ocean Software Limited · 6 Central Street
Manchester · M2 5NS · Telephone: 061 832 6633
Telex: 669977 OCEANS G · Fax: 061 834 0650

A CUT ABOVE





When the production company Hardwire used the Amiga to make the video for the latest ColdCut single it did so to make a point: 'Most of the animators using high-end equipment like the Paintbox have had their day', claims Hardwire's Robert Pepperell.

'The creative potential for microcomputers is still severely underestimated,' says Robert. 'We've been using Motorpaint, D Paint 3 and our own program on home micros — we definitely feel that expensive equipment stiffles animation'.

'ColdCut's Xmas Break' is the new single from Matt Black and Jonathan More. It was originally commissioned by Warner Brothers films in America for the soundtrack of 'National Lampoons' Christmas Vacation', although Warners claimed they they didn't use it because they ran out of time to clear the copyright on the incredible number of samples used.

The video is a mixture of two and three dimensional animation, randomly generated backgrounds and animated digitisations. The video features a curious skateboarding dog, as well as ColdCut collaborators Yazz and Lisa Stansfield in a computerised nativity sequence.

ColdCut are currently experimenting with live shows, DJing with four decks while Hardwire provide backdrops. Hardwire will also be going 'live' on a forthcoming TV show, which will be devoted to club music. Other current projects include idents and stings for MTV and features for the new Channel 4 programme, Buzz.

Hardwire are unashamedly populist in their approach. Robert Pepperell has plans to set up an online computer animation tuition service similar to the Carnegie-Mellon bulletin board in the States. Recently, with fellow Hardwire artist Miles Visman, he performed at the Ars Electronica in Vienna. This involved setting up an interactive studio within one of the exhibitor's domes and linking home micros to a satellite receiver. Various images — both 'found' and created — were then beamed into the studio, sampled then 'remixed' by members of the public.

ColdCut feel that the process of creating electronic images is undergoing the same sort of revolution that music production underwent two years ago with the advent of cheap high-tech instruments. They are determined to promote the creative use of home micros. Expect to hear more from them soon.





FIREBIRD
THE BEST OF ARCADE ACTION
QUARTZ
RICK DANGEROUS
THE ADVENTURE STARTS HERE
RICK DANGEROUS Explorer extraordinaire Rick Dangerous dodges traps with guile and defies death with a smile through the perils of foreign adventure. The most exciting funniest, and original platform game in years.
"Rick Dangerous is simply a brilliant game & combines humerous graphics & some of the most devious low down game play I've seen in years." C & VG HIT.
QUARTZ. You'll need superhuman reactions to play Quartz, a challenging 8-way scrolling blast-'em-up, where missiles whizz in every direction. Keep your finger on the trigger and your wits about you to survive 22 levels of mayhem.
Quotation . . . "incorporates just about every shoot-'em-up concept ever devised — enough to impress just about anybody." The One.
MR HELI. Get your chopper airborne and steer Mr. Heli through mazes laden with danger; earn your money to buy new weapons as the fire-power is upped; clearing your path to unmask 'The Muddy' takes nerve and cunning. Play sharp, steer right, keep up the fight!
P47
P-47. Pilot your World War II Lightning P-47 Thunderbolt dangerously deep behind enemy lines. Blow-away the enemy air-force, blitz ground installations and blast your way to victory in this stunning conversion of the Jaleco coin-op.
MicroProse, Unit 1, Hampton Road Industrial Estate, Tetbury, Glos, GL8 8DA.

GLOBAL WARMING? – RUBBISH

THE NEXT ICE AGE STARTS IN 1 MONTH

Imagine a 30 Kilometre meteor smashing into the Earth. Imagine a new Ice Age. The Earth, beaten and frozen, yields it's last island oasis. This last refuge is threatened by ruthless invaders. The history of the island, charts and maps of your 80,000 square mile refuge and a 32 strong band of defenders is yours. The first shot has been fired and time is not on your side.

- ★ THE AIM IS SURVIVAL
- ★ THE PLAYING AREA IS AN ISLAND OF OVER 80,000 SQ. MILES
- ★ CONTROL A FORCE OVER 32 MEN
- ★ A 3D TERRAIN NEVER BEFORE SEEN ON A HOME COMPUTER
- ★ DETAILED MANUAL & MAPS

WHEN THE LEVELS OF DIAMOND DUST IN THE ATMOSPHERE REACH A CRITICAL LEVEL. THE RESULT IS . . .

A BLEND OF DEEP DEEP STRATEGY & ACTION THAT ONLY HAPPENS ONCE IN EVERY 500m YEARS.











MicroProse, Unit 1, Hampton Road Industrial Estate, Tetbury, Glos, GL8 8DA.

As another year of gaming closes we decided to tell you about the games which stopped us in our tracks. CU's staff and reviewers come up with a selection of software which lasted the pace and a definitive chart compiled from freelancers and other EMAP journalists from Ace, C&VG and The One.

CLASS

MIKE PATTENDEN

This really was the year that gaming came of age. The power of the new 16 bit machines took everything from arcade conversions to adventures into a new league. This was the year of the 'interactive movie', certainly the most exciting mainstream development. Cinemaware's attempts to create much broader games which combined superb graphics with a variety of playing styles from arcade to role playing and trading definitely set the standard for everyone else. The further this goes (and anyone reading our cyberspace article can only begin to imagine how far that is) the better. A new age beckons.

IT CAME FROM THE DESERT

When Cinemaware launched *Lords Of The Rising Sun* I really did start to believe interactive movies were more than a nice idea generated in some West Coast institute. This goes one step further with more variation in gameplay, some excellent arcade sequences, and all the usual hallmarks of brilliant construction, sound and graphics.

FALCON

Undoubtedly this was the simulation of the year for me. It looks and feels superb. I never tire of panning round the jet as you fly around. Where it really came into its own was with the advent of the Mission disks. The completely new environment created in the first one makes it a totally new product and will continue to for as long as they bother to create new scenarios.

KICK OFF

How could I leave this out? Many products have appeared this year that are more polished/original/ impressive, but none has had me playing it so relentlessly as *Kick Off.* It's been the death of countless joysticks and the cause of even more arguments. At times it really does simulate the game remarkably. It's also infuriating and I love it.

STRIDER

Not the home version, but the Capcom arcade game, which is probably my favourite coin-op of the year. The thing which originally attracted me to it was its graphics which are excellent, but it also plays brilliantly. It has strong sound and a real visual impact which is what I want from a coin-op.

WORLD COURT TENNIS

There will probably be howls of protest at the inclusion of a PC Engine game, but since this is purely a personal choice I make no excuses for including one of the best sports sims I've ever played. Few really get more than the spirit of the game across, but this is absolutely out of sight in the way it caters for such a wide variety of shots.

MARK PATTERSON

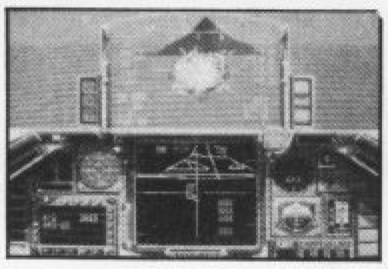
BATTLETECH

Based around the familiar Japanese comic style, Battletech was one of Infocom's first RPG games on the Amiga.

Throughout you are pitted against other fighting machines, forced to work your way out of difficult positions, and presented with a battery of animated sequences.

A great RPG, combining absorbing gameplay, action and great graphics. A definite classic.

Falcon



KICK OFF

What needs to be said? Kick Off stands alone in it's field. Kick Off is phenomenally fast and it plays like no other sports simulation.

Certainly I can say that I've never played a game more consistently over such long periods of time, and there seems little likelyhood of that abating — particularly with the advent of the expansion disk and the prospect of player manager.

Again, one of the greatest games of the year, if not the decade!

INTERPHASE

This makes my top five on originality alone. The depth of play is immense, combining the two separate, but mutually connected elements of the girl and the computer. It's a well worked combination of puzzles and arcade skills together with some excellent 3D graphics and effects.

Nothing quite like it has appeared before now, and any clones will probably pale into insignificance. A great game.

POPULOUS

What with the addition of an expansion disk, *Populous* has just gone from strength to strength. With the objective of becoming the superior god, your only ambition is to wipe out the opposition. The only thing missing is the ability to launch a lightning bolt at somebody.

Astoundingly good, and a game which rarely sees the inside of its disk box.

FUTURE WARS

Almost too recent to go down as a rave-of-the-year, *Future Wars* just scrapes in. It's *very* similar to the Sierra style of games. *Future Wars* has a very complex plot, which is not fully revealed until the closing stages of the game, and some excellent graphics.

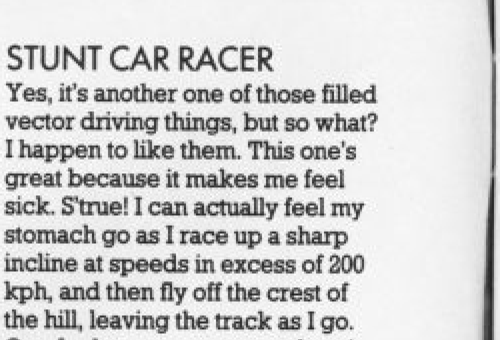
It's exactly the sort of game I've been looking for — not the ultimate substitute for *Wasteland,* but it comes close.

TONY DILLON

VETTE

Unreleased so far on Amiga, *Vette* is nothing short of incredible. Race your shiny new Corvette through the city streets of San Francisco against one of four other equally desirable cars. It's all done with the same sort of filled vectors that made Falcon a winner.

Populous



STUNT CAR RACER

Yes, it's another one of those filled vector driving things, but so what? I happen to like them. This one's great because it makes me feel sick. S'true! I can actually feel my stomach go as I race up a sharp incline at speeds in excess of 200 kph, and then fly off the crest of the hill, leaving the track as I go. One for boy racers everywhere!

KICK OFF

It may not be technically brilliant (although it does have very smooth scrolling) and even if it is the most

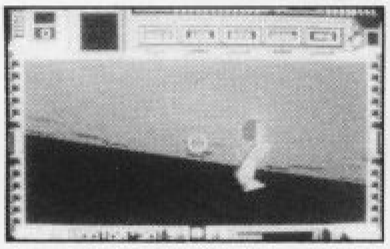
OF 89

bug ridden piece of software ever to exist, it's still brilliant. Not only has *Kick Off* provided me with hours of fun and enjoyment, it also caused many an argument within the hallowed walls of Priory Court as the Ed continues to insist that the computer deliberately gives him crap goalkeepers, crap attack, slow defenders and bookings at every opportunity.

FALCON

You've probably realised by now that I happen to like simulators, and this is the most impressive of them all. Enact a multi-stage war with absolutely no random elements whatsoever. Destroy friendly tanks! Rake friendly villages with gunfire! Try to land upside down on the back of a goods train! Falcon and its accompanying mission disk is unmissable.

Interphase



STAR COMMAND — SSI

I had to stick a strategy game in here somewhere, and what better than *Star Command?* Choose ships, load them with weapons, select your mission and it's out into the frontiers of space you go, with a steely gleam in your eye. Graphically terrible and sonically no better than a Spectrum. Why would I ever like a game like this?

KEITH CAMPBELL

ZORK ZERO

The best adventure of 1989 in my book, Zork Zero takes the adventurer back into history, giving an insight into life under the reign of Lord Dimwit Flathead the Excessive.

With a new graphics front end, there are a number of stand-alone games of logic cleverly built into the plot, as well as some very tricky problems. For the faint-hearted, there are also built-in hints that are not a complete giveway to help solve them.

Has Infocom really produced its last? Hard to believe, when it can produce such magnificent works of entertainment.

SCAPEGHOST

A ghost story with the highly original idea of having the player take the part of the ghost. This leads to a whole new genre of problems of varying difficulty — but the more you play, the more you get the hang of it!

The high level commands supported combine to make this a pleasurable game to play — and without the frustrations of having to go back to a saved position if you make a mistake. All that, and its available on more formats than any other adventure I can think of, except a few from the same stable.

SPACE QUEST 3

Once more Roger Wilco sets forth to rescue the Two Guys From Andromeda, and pits himself against all sorts of nasties on and off alien planets.

A superb mixture of humour, science fiction, and theatricals make up this zany package from the masters of animated adventures. The problems may not be too logical, the solutions more instinctive than reasoned, but its fun to play, fun to watch, and good to listen to — in stereo if you have the right equipment.

STEVE JAMES

SIM CITY

It's a rare occurence when a game can capture the hearts of games players and educationalists alike, but *Sim City* has done precisely that while being thoroughly absorbing to both sets of people.

Comparisons with *Populous* are, perhaps, inevitable; but I'd say that where *Sim City* wins is that its subject matter is more immediate and certainly more relevant to real-life issues. It's hard not to notice new reports of rising crime, pollution, traffic congestion and even eathquakes. This game gives you the chance to do better than the urban planners.

F-16 FALCON

February saw the release of Mirrorsoft's *F-16 Falcon*, to my mind among all of this year's sims, the one that remains unsurpassed, except, of course, by its *Mission Disk!*

F-16 Falcon is unbeatable for detail and the pace it sets and the atmosphere which it creates. There Mirrorsoft have created something of a standard bearer with this one. Quite rightly, *F-16 Falcon* set a precedent to which the other software houses must aspire.

Silkworm



POPULOUS

This past year saw Amiga graphics coming of age; software houses seemed to be falling over each other in a bit to enter the 1990s with the prettiest collection of games the world has ever seen. Some people have claimed that his has hindered gameplay, but *Populous* proves them wrong, managing to be both furiously addictive and an eye-pleaser, too.

Add to the fact that Electronic Arts managed to release a *Populous* add-on for under a tenner and you've got an example of good publishing combining quality with value for money.

NEW ZEALAND STORY

This one simply had to be included. Of all of the sugary platform games ever released, this had to be one of the sweetest.

I'm a sucker for a cute tale with a nasty sting and the gun-totting Kiwi certainly held its appeal for many an hour.

Other points in *New Zealand Story*'s favour? It had a superbly wacky soundtrack and it must surely rate as one of 1989's best coin-op conversions.

SILKWORM

By far and above the best shoot 'em up of 1989, *Silkworm* had just about everything: nice, large sprites, furious action and just about the most incident-packed screen you've ever seen.

All credit must go to Random Access for their excellent programming and to Sales Curve for having the good sense to choose what was perhaps not the best known coin-op in the world and then to launch such a successful conversion.

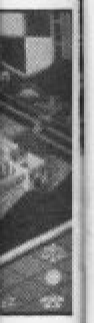
TOP GAMES OF '89

We asked all the gamers from ACE, The One, C&VG and, of cource, CU to give us their votes for the top games of 1989. Here's the results:

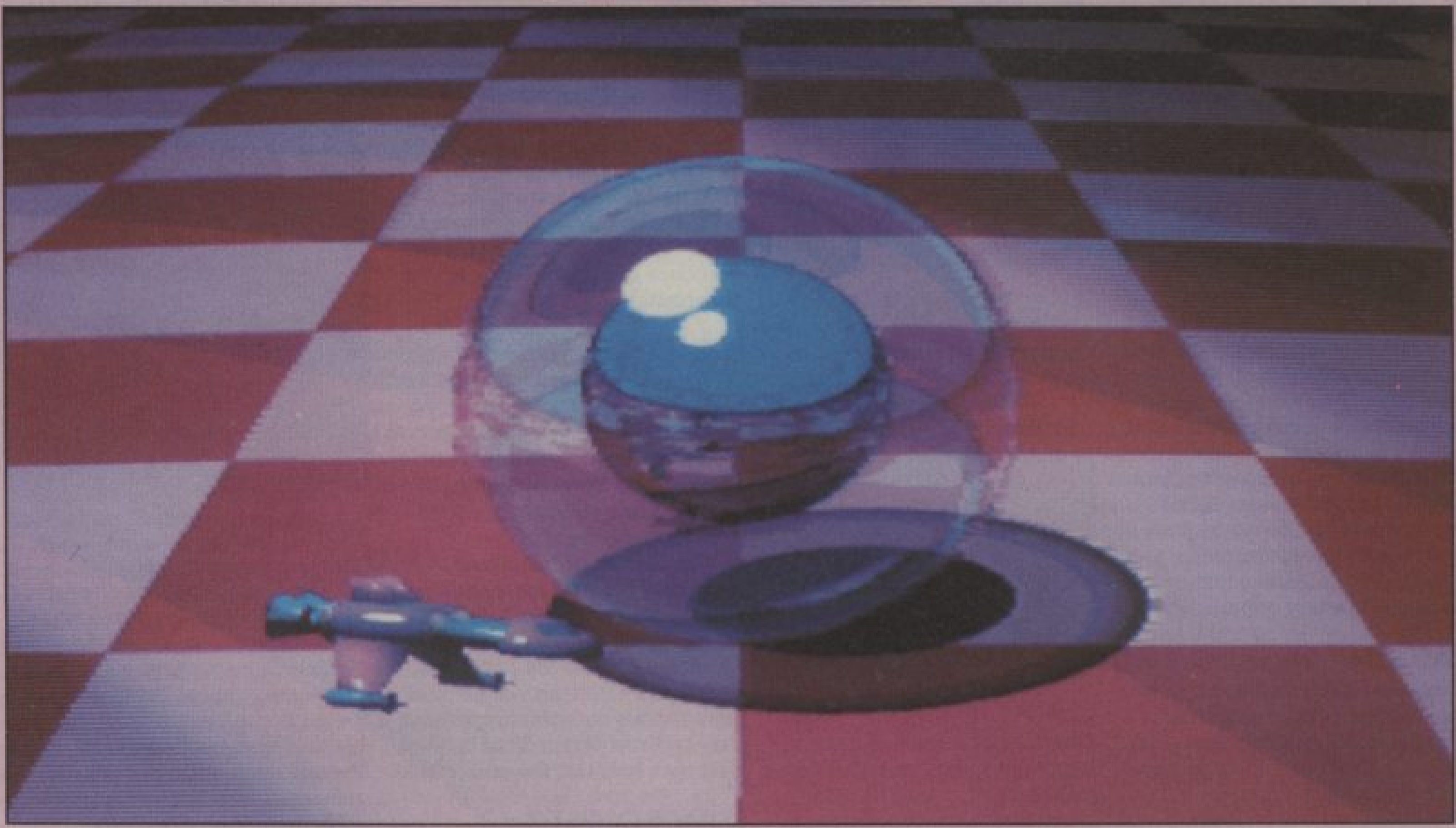
POS	GAME	SOFTWARE HOUSE	FORMAT
1	POPULOUS	Electronic Arts	Amiga/ST
2	KICK OFF	Anco	Amiga/ST
3	TETRIS	Nintendo	Gameboy
4	SUPER MARIO BROS III	Nintendo	Nintendo
5	SIM CITY	Infogrames/Broderbund	Amiga/ST/PC
6	FALCON	Mirrorsoft/Spec Holobyte	Amiga/ST
7	INTERPHASE	Image Works	Amiga/ST
8	SILKWORM	Sales Curve	Amiga/ST
9	NEW ZEALAND STORY	Ocean	Amiga/ST
10	STUNT CAR	Microprose	Amiga/ST/64

So the critic's choice was Populous, but only just. It took 24% of the vote, just 3% more than Anco's much played footie sim. Other surprises include the number of people who went for Tetris on the gameboy.

Polled from the selections of Mike Pattenden, Steve James, Mark Patterson, Tony Dillon, Gary Penn, Ciarann Brennan, Eugene Lacey, Julian Rignall and Lawrence Scotford.



DEMOS

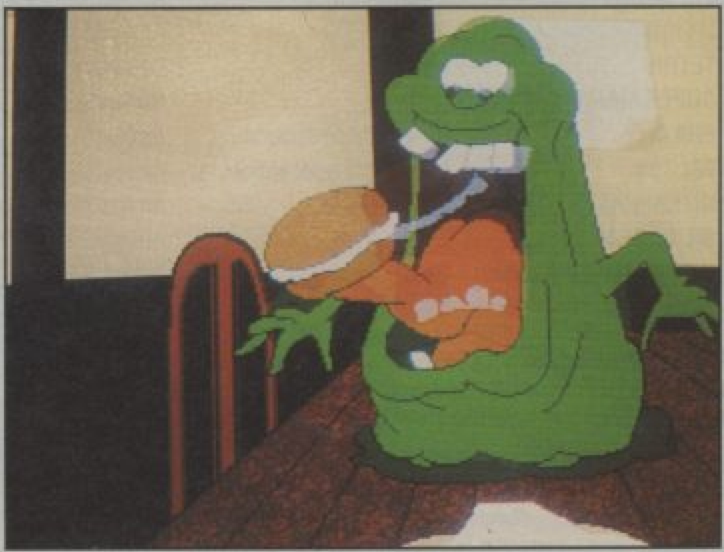


SHIP: Bit of a mystery this, to everyone concerned. It's produced using Aegis' Sculpt 3D, but its author is anonymous. It's a classic ray tracing demo with a (very fast) ship describing a perfect arc around an orb.

Here's the last selection of demos for 1989, and there's a few real gems too. Respect is due this month to virus Free PD and Deeper Domain for their help, with apologies to the latter for not crediting them last month. Anyone wishing to mail their work to us should send then to Demos, CU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

REAL GHOSTBUSTERS: Batman demos? Sorry mate they're a bit passe, everyone's doing Ghostbusters stuff at the moment. This one's, a series of animations ripped out the rather crap cartoon series The Real Ghostbusters.



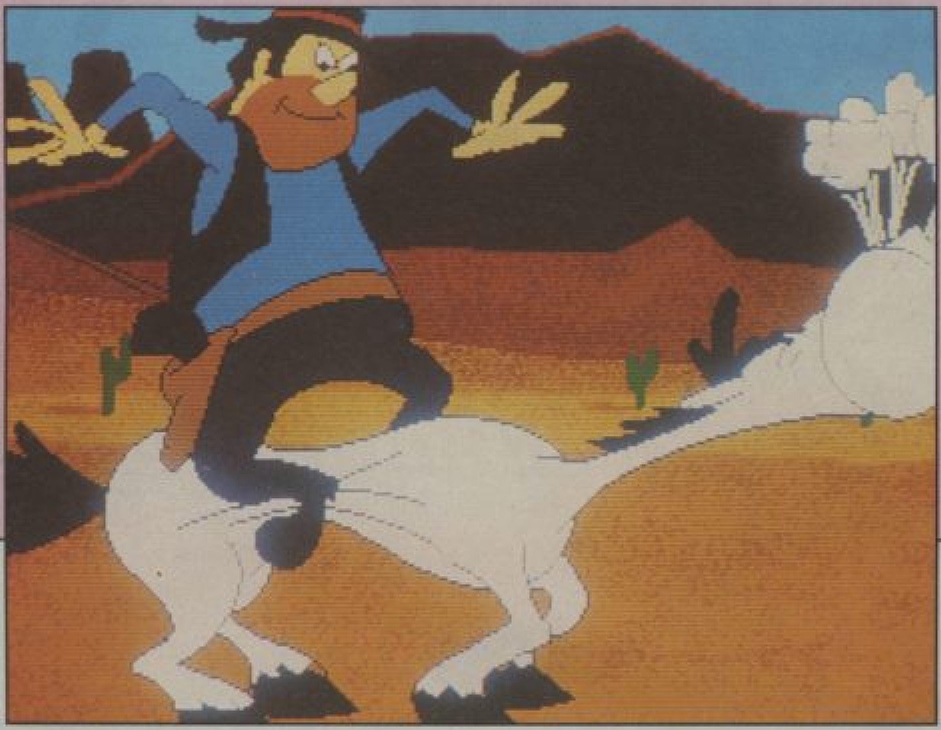




ANNIE: This guy has got a problem. Produced by Steve of KML who was responsible for the Kylie demo earlier this year. In case you don't know (and accept extra cred points if you don't), Annie plays Jane, Mrs Mangle's niece in the existentialist Antipodean soap Neighbours.

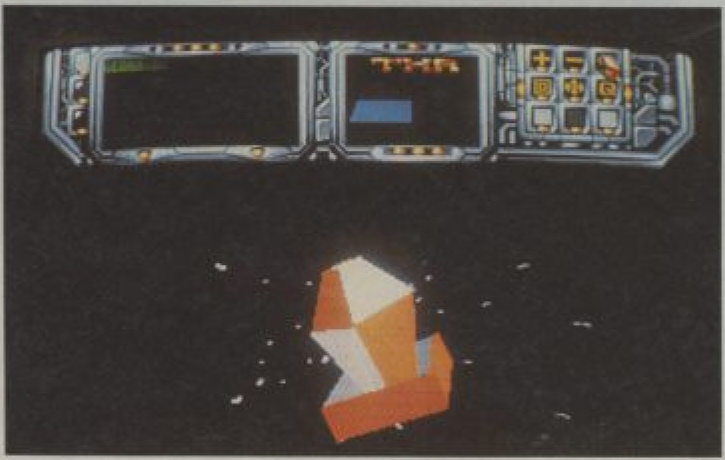


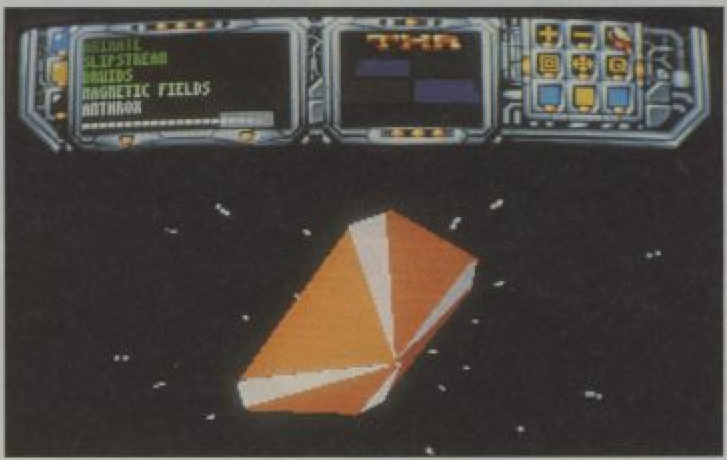
PIRAZY: A tongue is cheek homage from Denmark's Rebels demo to an ancestor whom they claim was a real life pirate in the nineteenth century. Did the King of Spain have a Spectrum then?



HUNGRY HOSS: Demo of the month. A short animation from a proposed full length game features a cowboy locking his spurs into the unsuspecting horse. Giddy up!

VECTORS: This is a generator system for the kind of fashionable 3D filled vectors found in Stargliger II, Elite and Interphase. Flip through a series of revolving shapes.





DEMOS



En route to the island there's a guy with a double-barelled gun.

OPERATION



The bullet-riddled shacks where the hostages are held.

THUNDERBO

Ocean
Price: £24.99

Have you ever had that feeling of deja vu? Twelve months ago Ocean unleashed their conversion of *Operation Wolf* on a suspecting public. What had they done with the biggest name in coin-ops in years? The answer as everyone knows, is that they'd put together an extremely polished conversion, that seemed a cert for the Christmas number one slot — until that is, they followed up with *Robocop*, but that's another story.

So one year on, and Ocean wheel out their seasonal guns, in the shape of Taito's sequel, a twin Uzi mounted cabinet with even more happening in it than the last one. Well we know they can do it, but is there any point? The answer, uncategorically is yes, because not only is this as good a conversion as anyone has a right to expect, but in some places it's



Oh, oh, you're dead.

even an improvement.

In the sequel the crack Taito commando group are once again called up to defy the odds, this time by defeating a bunch of terrorists who have taken the passengers of a DC 10 hostage. What follows should be more shoot 'em up action than any one trigger fiend can handle. So it's just as well that one of *Op Thunderbolt*'s main enhancements, faithfully retained in this conversion, is that it's a two player game. That means twice the firepower — it also adds a degree of competition, not just in staying alive and points totalling, but in chasing after extra ammunition. As you both find yourselves running low the extra clips you hit fly to the left or right, but it's possible to intercept your partner's by hitting it yourself. The bizarre sight of two people playing ping pong in the middle of a frenzied firefight is not uncommon.

If you had trouble directing the onscreen sight in the last game, don't worry you don't get one this time! That's something of a de-enhancement if you ask me, but there again every level offers you the chance to pick up the laser sight which appears as a red dot on the screen. All the other extra weapons appear too, like more rockets and health bottles, but there's also a flack jacket which lessens the damage you sustain.

Operation Thunderbolt has seven levels of action which switch from horizontal sweeps, to 3D screens with your viewpoint situated in a jeep or a boat. Each is interspersed by stills which direct you as to your next objective or to the status of the game. Should you die a dead soldier appears and the option to continue, although this is only offered three times before the game concludes.

The graphics for the arcade sequences and the stills are impeccably realised. This could be the coin-op you're looking at, except that they appear to be even better, which backs up Ocean's claim that they've improved elements. Most of the sound, miraculously is there, from spot effects like cats howling, screams and panicking hostages through to the melodramatic announcements on the still screens. All this and the disk swapping is kept to an absolute minimum.

We've seen some impressive conversions this year, but someone's going to be hard pushed to improve on this. Just about everything I can think of is there. It's tough, perhaps a touch too tough with the absence of the gunsight on screen, but if arcade machines are your lifeblood, this should keep you going for ages. Further hyperboles elude me, don't let *Operation Thunderbolt* elude you.

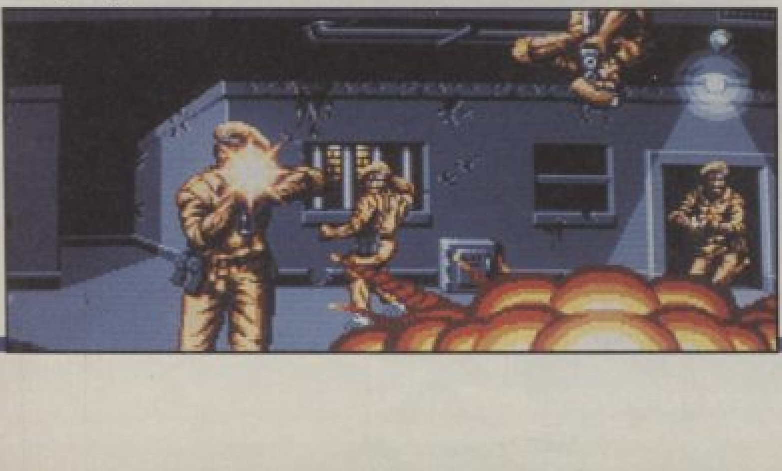
Mike Pattenden



Arcade perfect or what?

OLT

The fighting is even more frenzied than Op Wolf.



SOUND	**94%**
GRAPHICS	**94%**
PLAYABILITY	**95%**
LASTABILITY	**92%**

94%



"TAKE NO PRISONERS, GIVE NO QUARTER, MAKE NO COMPROMISES"
Rainbow Arts
"The first in a generation of 'new wave software' ... an entertainment form developed on the computer, for the computer."
CBM 64/128 & Amstrad CPC
£9.99 tape, £14.99 disk
Spectrum
£8.99 tape, £12.99 disk
Atari ST & Amiga – £19.99 disk
X-OUT
From the farthest reaches of outer space, they came to inhabit the depths of our oceans. From their savage assaults on a defenceless human race, grew a planet's last desperate crusade – project Deep Star, the ultimate underwater war machine. Early encounters proved catastrophically ineffective, however a few kept faith, all the time improving Deep Star, the greatest collection of man's technical wizardry, committed to the hands of a lone gladiator for one final attempt at halting the inevitable – the frantic death throes of a civilisation sinking into darkness.
That gladiator's battle cry ... take no prisoners, give no quarter, make no compromise.
● Strategic underwater action. ● Over 50 simultaneous 'on screen' objects. ● 48 colour graphics. ● 50 pics per second scrolling: ● 8 levels each 160 screens. ● 40 different aliens. ● Multi graphics styles incl. lava, fire, crystal. ● "Buy and sell" over 25 multi functional extra weapons. ● Free style configuring of weapons and satellites.
65 Sketty Close, Brackmills Business Park, Northampton NN4 0PL.
Screen shots from Amiga version.

Compo CU

THIS COMPACT DISC PLAYER FROM PHILIPS NEEDS YOU!

... or, more to the point, YOU could soon be its owner.





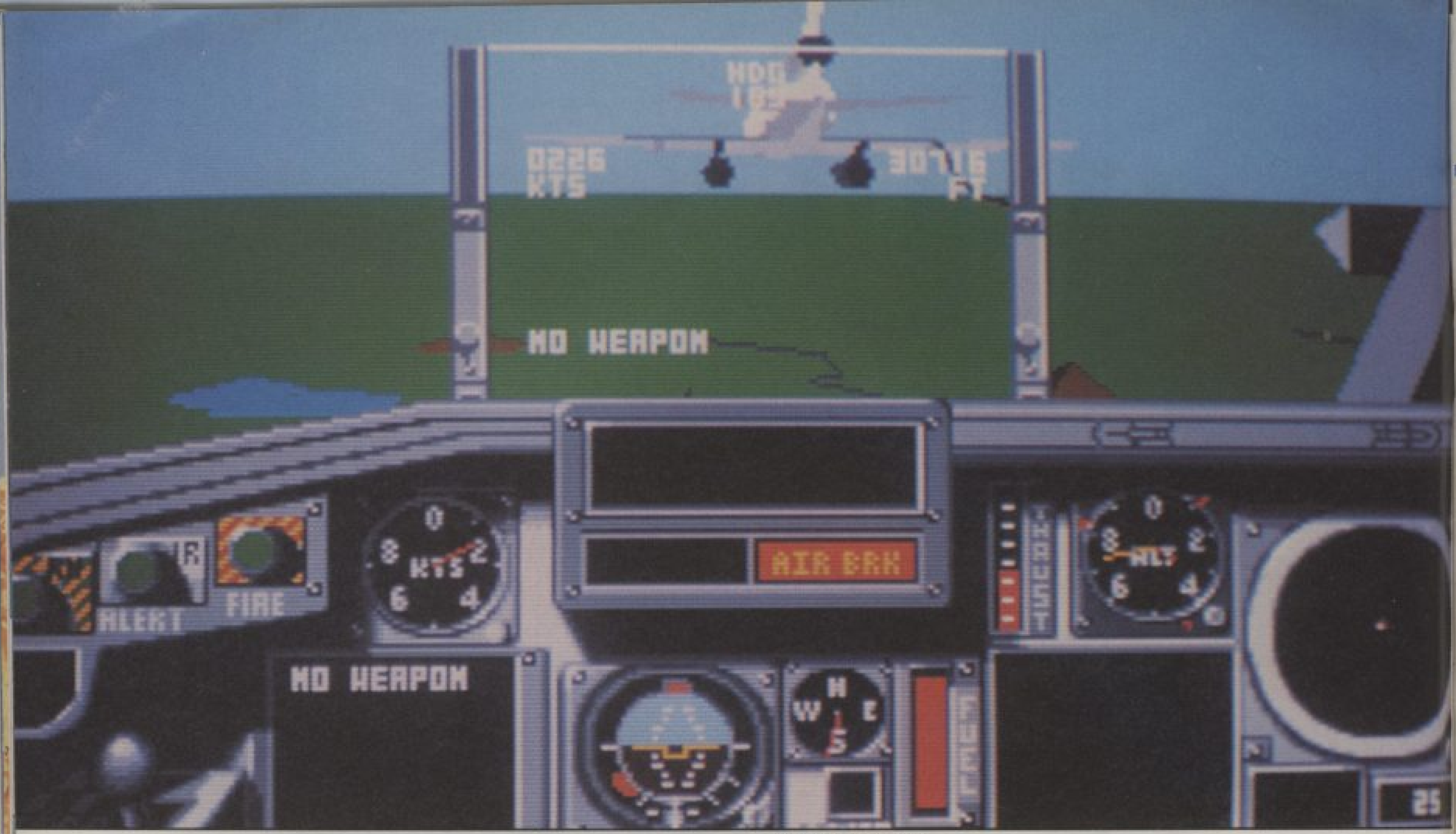
There's one to be won for the sender of the first out of the bag who correctly answers the questions AND there's twenty copies of Ocean's *Operation Thunderbolt* (Amiga or 64) for the runners up. So put on your Sunday best fatigues and answer the following:

CD BATTALION

A) The odd looking fellow in the picture is wearing a string fringe camouflage face veil, which was popularised by the WWII German army. Was this army called i) the Wehrmacht ii) the wie macht or iii) the werewolves?

B) What is the British naval equivalent to the Special Air Services (SAS). Is it i) the SEALS ii) the SBS or iii) the Pugwashes?

Answers on your civvy suits to Op Thunderbolt Compo, CU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU by 30th January 1989. Please specify format/drive.



Mid air refuelling







BO

Up until now Amiga flight sims consisted of *Interceptor* (though good, not much of a simulation), *Falcon* (good simulation but extremely tough to play) and the Sublogic sims (expensive and hard to obtain). Since then everybody's been waiting for a cross between these three: a flight sim that is detailed, accurate and above all, controllable.

Vektor Graphic's *Bomber* fits the bill perfectly.

Instead of being restricted to one aircraft you can choose between an F15, F4-E, Tornado (German and British), Saab, Viggen, Mig-27 and an F111-F. Each is represented with a 2D picture and a 3D rotating image. The technical specifications are all accurate and include a brief history of the craft. On top of that are another half dozen different enemy fighter aircraft, though you don't often get to see these close up.

One thing that needs to be remembered that by the nature of the simulation the onus is on bombing runs and ground attack, not air to air combat. Consequently, the majority of the weapons are designed for blowing up land based targets. Some missiles and



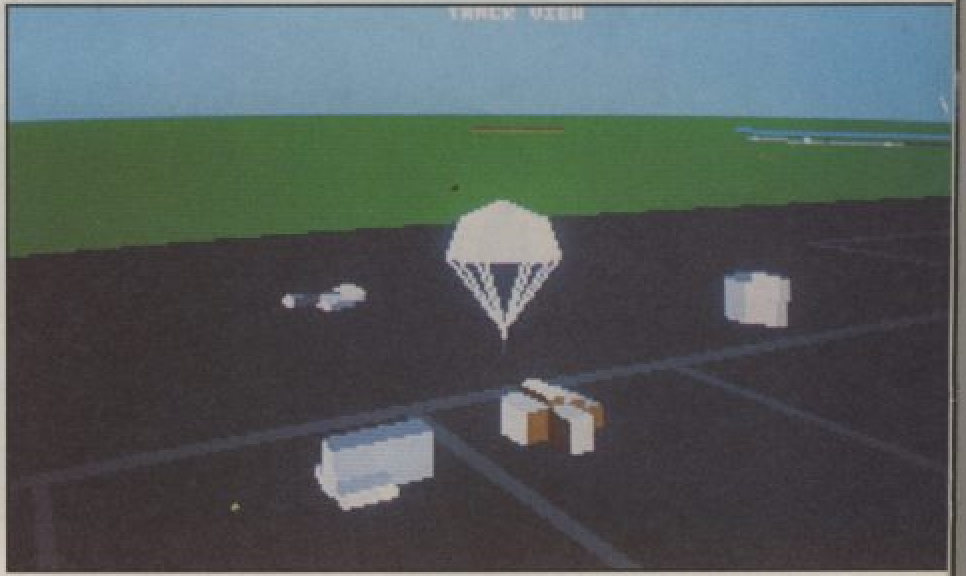
C U SCREEN STAR

Activision
Price: £29.99



Parking up in the hangar

MBER



Scratch one plane, and a clean bail out

bombs are specific to a certain plane, such as the JP233 multiple bomblet dispenser which can only be attached to a British Tornado. Whereas Mavericks and Sidewinders can be fitted with to Nato planes, with the Russian equivalent for the Mig-27.

Even the armaments sequence is well presented. The screen displays a frontal view of your plane with a plan view showing the weapons pylons. Every time a missile/bomb is attached it shows up on the picture, giving you a good idea of how formidable you really look.



Missions are graded in difficulty: *Covert, Tactical, Strategic* and *Offensive*, with each contain for scenarios. Sixteen is a generous amount of missions for any game, but that's just the start. There's also a full mission designer, allowing you to do everything from placing targets on the maps to editing the scenario text, giving *Bomber* an almost infinite amount of missions.

The most significant thing in *Bomber*'s favour is the control method. Rather than an endless bank of keys the few that are essential are well located and easy to remember. I'd be lying if I said flying a plane was a piece of cake — it isn't, but it is easy to pick up basic manoeuvres and this keeps the simulation playable without making it simple, you just have to try the mid-air refuelling sequence to find out.

The graphics are surprisingly well detailed, especially the ground targets. A host of cities, bases and even Mount Rushmore make an appearance. As is common nowadays you can pan around your plane.

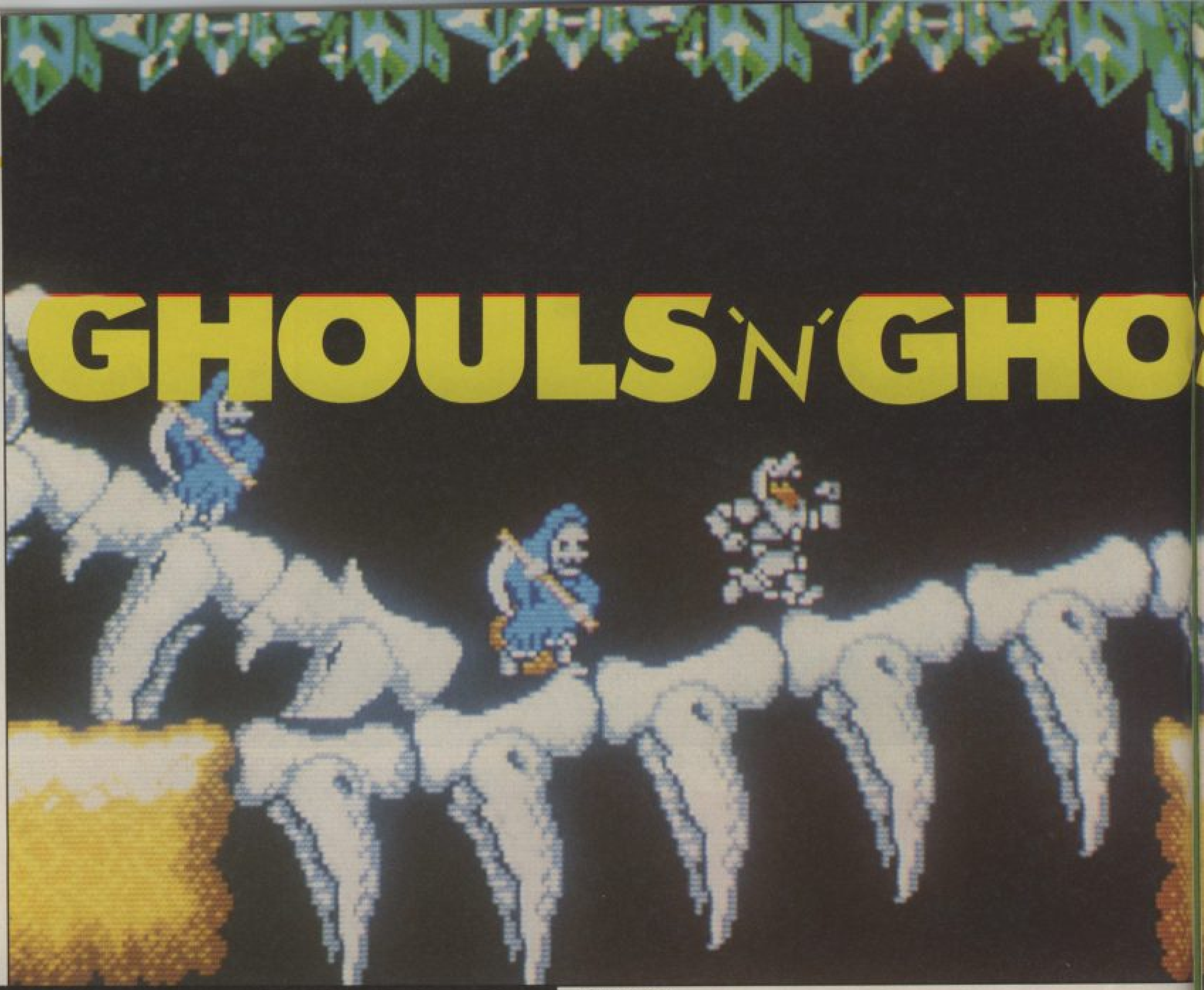
Bomber plays like a flight simulation really ought to. It's extremely well presented throughout, with good sound and high quality graphics. It's not exaggerating to say *Bomber* is the best flight game on the market at the moment. Don't just take my word for it, try it yourself.

Mark Patterson

SOUND	**79%**
GRAPHICS	**88%**
PLAYABILITY	**94%**
LASTABILITY	**96%**

96%

GHOULS'N'GHOS



Arthur legs it.



An end of level beastie.

US Gold
Price: £19.99

CU SCREEN STAR

It's getting on for five years since *Ghosts'n'Goblins* first appeared on your old 8 bit machines, and even more since the arcade machine held sway in arcades from Blackpool to Benidorm, so it's a surprise to see it back again. A surprise, but not an unpleasant one.

Ghouls'n'Ghosts is the belated sequel from Capcom that appeared earlier this year to the kind of welcome you'd expect for a long lost friend. It was a game that inspired countless clones, so it's somewhat ironic to find how close this is to its predecessor. The first two sections of level one are simply updates on the graveyard/marsh theme that *Goblins* began with. Nevertheless it won't deter hungry gamers from playing the horizontal fantasy, and rightly so — the game changes rapidly after that.

If you can remember the original plot, Arthur, the fearless knight, went off in search of his princess, and blow me if he hasn't gone and lost her! Cue frenetic cross screen fighting as he battles to get her back.

Don't think that this is purely a copy of the first game, because there are many updated features to be seen. Arthur still loses his armour and is reduced to his skiddies, but he can unlock chests to find more. He can also get himself transformed into a duck, which is a pain until you need to get into those little places. It's also possible to double up with a doppelganger and grab some super weapons to help you in your struggle. And you're definitely going to need them because this is one hell of a tough challenge — in fact too hard in some places.

Before you even get into this conversion though, you're going to notice the sound. The loading tune is one of the best I've heard for a long time — Jethro Tull meets Happy Mondays at a warehouse party. Following that there's a different tune for each level and more for the high score







Slide down the icy piping.



Time your run along the gargoyles' tongues.

64 UPDATE

As it happens the 8 bit version is just as tough as the Amiga, if not tougher. Naturally the graphics don't come close, but also they don't seem to be as clear or as large as those in Elite's conversion of *Ghosts*. Nevertheless it's not a disaster, it plays adequately and the sound is pretty reasonable too.

SOUND	80%
GRAPHICS	79%
PLAYABILITY	83%
LASTABILITY	83%
OVERALL	83%

table and continue option. Software Creations, who were responsible for *Bionic Commandos* and before that *Bubble Bobble*, programmed the conversion, and they've done an excellent job. Graphically it's very impressive too, and it bares strong comparison to the coin-op.

It's been a good year for conversions. With 16 bit machines programmers are no longer having to force a quart into a pint pot, and that's proving to be to everyone's benefit. *Ghouls'n'Ghosts* deserves to be up there at the end of the year.

Mike Pattenden

SOUND	93%
GRAPHICS	89%
PLAYABILITY	88%
LASTABILITY	88%

89%

CU Compo

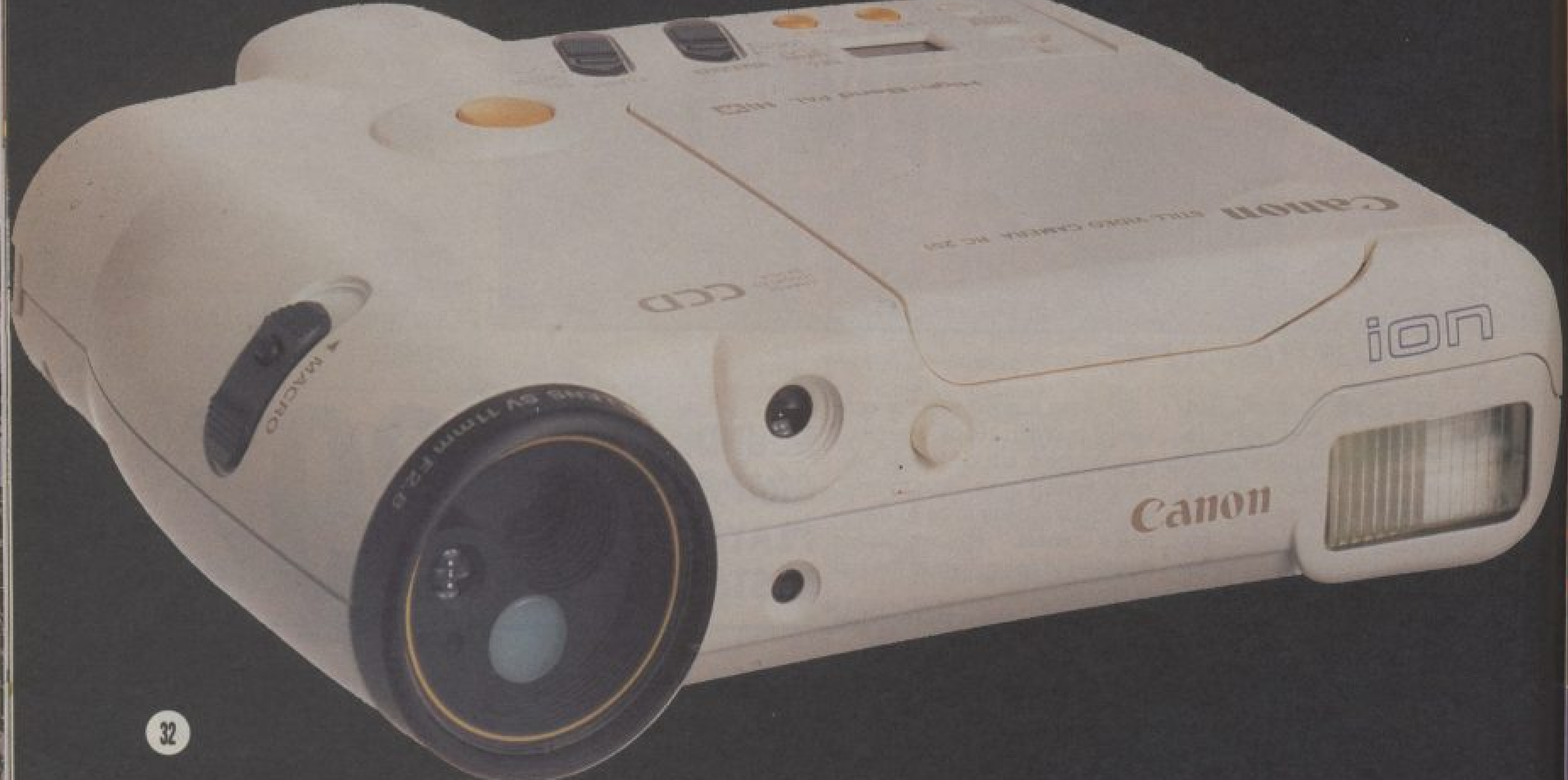
This is one of the neatest little gadgets on the market at the moment — and US Gold have been saving up their ten pees to buy one — only to have us go and give it away.

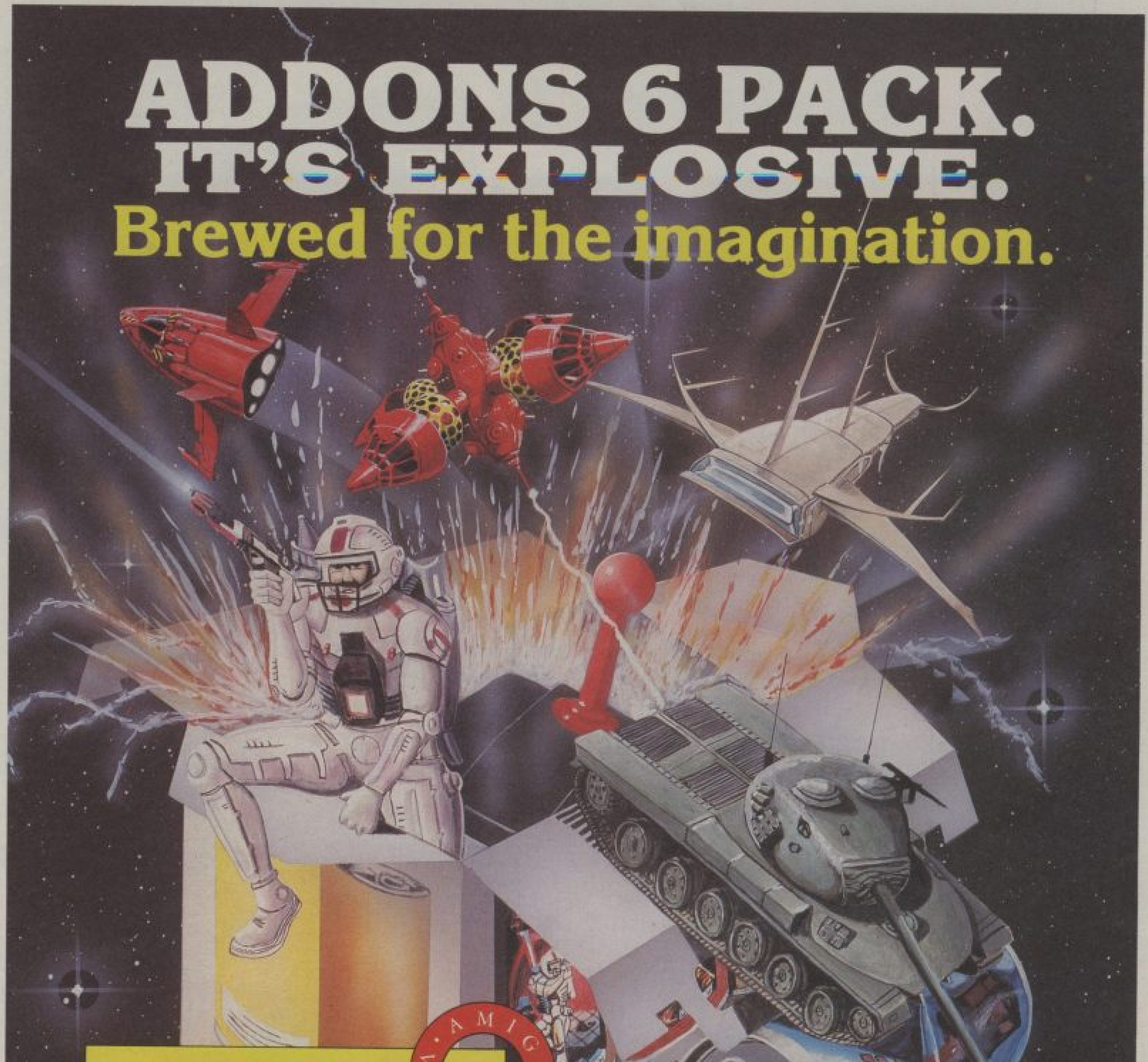
The Canon Ion will take still shots like a standard camera but will allow you to replay them on TV to full screen size in glorious colour.

We've got one to give away, plus twenty copies of *Ghouls 'n' Ghosts*, Amiga or 64, for the runners up. All you have to do is to tell us the name of the novel which featured the ghosts of Christmas Past, Present and Future.

Answers on a postcard to Ghouls Compo, CU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, to arrive no later than January 30th 1990. Please specify drive format.

WIN A Video Camera





ADDONS 6 PACK.
IT'S EXPLOSIVE.
Brewed for the imagination.
AMIGA VERSION
5 Exciting Games
5 GAMES
ZYNADS · EXOLON
BATTLE VALLEY
CYBERNOID II
SLAYER AND
1 KONIX JOYSTICK
RECOMMENDED RETAIL PRICE £106.70
SAVE OVER £76
Addons Special Price
£29.99
INC VAT.
Available from all good stores or ring Addons for your nearest dealer.
Addons
The plus name in distribution.
Mitchell House, Southampton Road, Eastleigh, Hants. SO5 5PA.
0703 642727

DATEL ELECTRONICS

THE ULTIMATE GRAPHICS PACKAGE...

SPECIAL OFFER PACK!

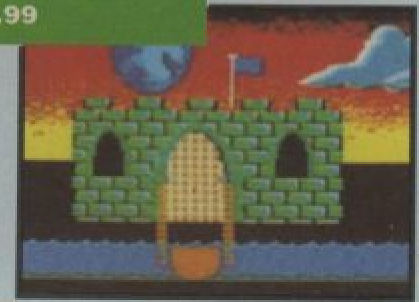






INCLUDES FREE MOUSE MAT/HOLDER WORTH £12.99





COMMODORE 1351 MOUSE

COMPLETE WITH

OCP

ADVANCED ART STUDIO™

- 1351 Mouse is a high resolution two button mouse featuring optical counting, teflon guides, microswitches, rubber coated ball and high quality interface.
- When combined with OCP Advanced Art Studio this graphics package is quite simply the best system available. The features are unmatched...

- Create an image - shrink it, expand it, move it, rotate it, copy it, colour it etc., etc.
- Spray patterns or shades, make elastic lines - stretch and manipulate shapes.
- Zoom in to add detail in fine mode.
- Pulldown/Icon driven menus for ease of use.
- Mouse operation, plus joystick and keyboard control.
- 16 pens, 8 sprays, 16 brushes - so flexible anyone can create superb graphics easily.
- Full cut and paste facilities plus excellent printer support.
- Pixel edit, font editor, flip, invert, rotate, solid or textured fill and professional manual make the Advanced Art Studio simply the best graphics package.

ONLY £34.99

TOTAL PACKAGE INCLUDES 1351 MOUSE/ MOUSE MAT/HOLDER AND OCP ADVANCED ART STUDIO



ALSO GEOS COMPATIBLE

- The 1351 Mouse has two selectable modes - Mouse or Joystick mode for maximum compatibility.
- Even works with the Best Selling GEOS utilities.
- Superb quality.



FREE!

MOUSE MAT AND MOUSE HOLDER

(WORTH £12.99)

WITH EACH PACKAGE

ONLY WHILE STOCKS LAST

A TOTAL GRAPHICS PACKAGE

SAVE £40*

*NORMAL RRP OVER £75.00

- NO OTHER GRAPHICS PACKAGE CAN OFFER SO MUCH AT SUCH A PRICE!!
- OCP ADVANCED ART STUDIO ALONE NORMALLY RETAILS FOR £25.00!! THE MOUSE HAS A NORMAL PRICE OF £30.00!! NOW YOU CAN BUY BOTH FOR ONLY £34.99 AND GET A MOUSE MAT AND HOLDER (WORTH £12.99) ABSOLUTELY FREE!!
- WE HAVE LIMITED NUMBERS OF THESE PACKS - SO BUY NOW!!

WHAT THE MAGAZINES HAD TO SAY...

COMMODORE COMPUTING "CLASSIC"

C.T.W. "PICK OF THE WEEK"

C.C.I. "BEST GRAPHIC PRODUCT OF THE YEAR"

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS

HOW TO ORDER ...

BY PHONE	BY POST	FAX
0782 744707 24hr Credit Card Line	Send cheques/POs made payable to "Datel Electronics"	0782 744292 UK ORDERS POST FREE EUROPE ADD £1 OVERSEAS ADD £3

PRICES AND SPECIFICATIONS CORRECT AT TIME OF PRESS AND SUBJECT TO CHANGE WITHOUT NOTICE

CALLERS WELCOME - Please reserve goods by telephone prior to visit.

DATEL ELECTRONICS

DATEL ELECTRONICS LTD., FENTON INDUSTRIAL ESTATE GOVAN ROAD, FENTON, STOKE-ON-TRENT, ENGLAND.

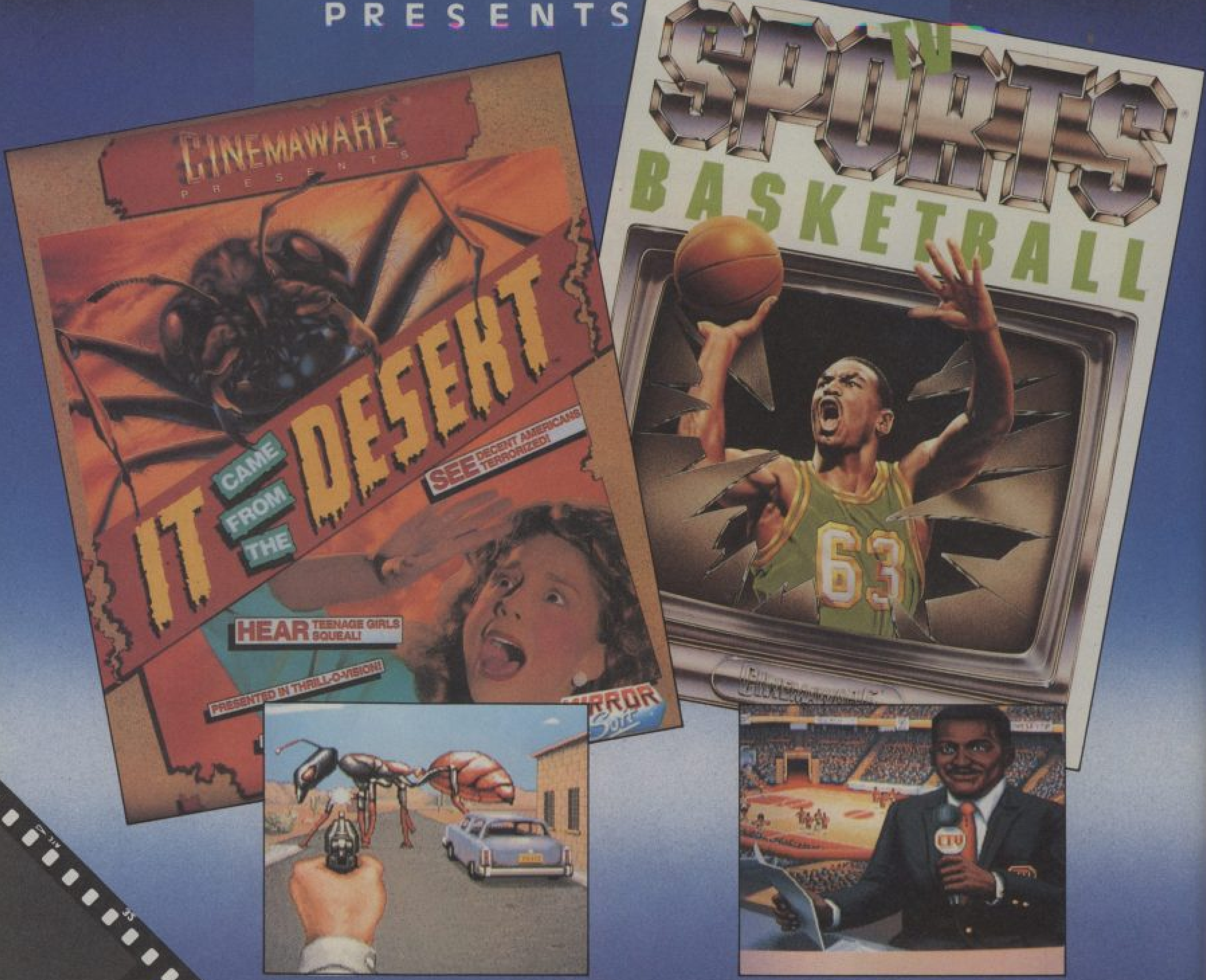
SALES ONLY	TECHNICAL ONLY
0782 744707	0782 744324



THEY'RE BACK...
Virgin Games
双截龍
DOUBLE DRAGON II
The Revenge TM
IBM
AMIGA
ATARI ST
CBM 64
SPECTRUM
AVAILABLE ON
IBM PC £24.99
ATARI ST £19.99
AMIGA £19.99
CBM 64 CASS £9.99
CBM 64 DISK £14.99
SPECTRUM CASS £9.99
SPECTRUM +3 £14.99
COMING SOON!
AMSTRAD CASS £9.99
AMSTRAD DISK £14.99
VIRGIN GAMES • 2-4 VERNON YARD
119 PORTOBELLO ROAD • LONDON W11 2DX
"COPYRIGHT© 1989 AMERICAN TECHNOS INC. ALL RIGHTS RESERVED"
"AMERICAN TECHNOS™" "DOUBLE DRAGON II™ - THE REVENGE™"
THIS GAME HAS BEEN MANUFACTURED UNDER LICENSE FROM AMERICAN TECHNOS INC

CINEMAWARE

PRESENTS





Cinemaware presents a special Double Bill for Amiga Users featuring IT CAME FROM THE DESERT and TV SPORTS BASKETBALL.

Experience bugs the size of Buicks. Feel the desert wind chap your parched lips. Be consumed by your worst nightmare. Witness science fiction become fact as the unimaginable become real .... in IT CAME FROM THE DESERT.

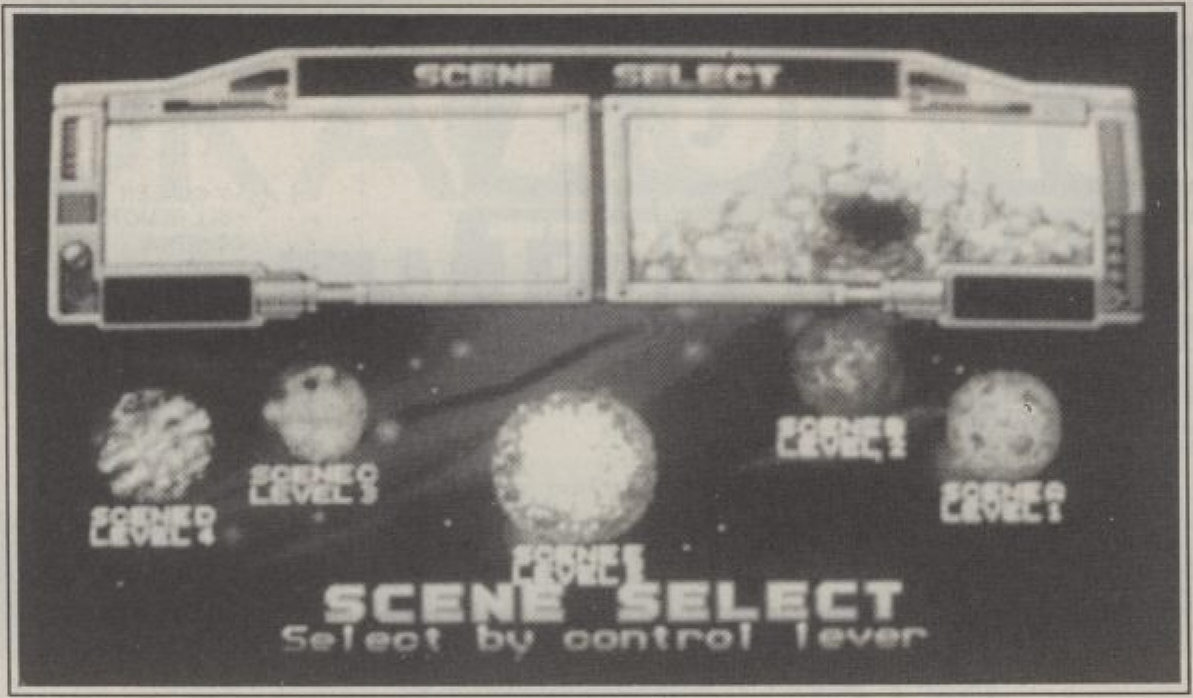
Lace up your hightops and get psyched for a fast breaking, in-your-face, full court, 5-on-5 pro basketball simulation that looks exactly like a network broadcast. TV SPORTS BASKETBALL is truly the Phi Slamma Jamma of Basketball simulations.

IT CAME FROM THE DESERT is now playing for the Commodore Amiga (1MEG only) priced at £29.99. TV SPORTS BASKETBALL is a coming attraction also priced at £29.99.

Cinemaware's TV Sports Football and Lords of the Rising Sun are already available for the Commodore Amiga.

MIRROR Soft

Irwin House, 118 Southwark Street, London SE1 0SW.



Level select rotates the worlds until you choose one.

GALAXY FORCE

This interesting little disk appeared in our office seemingly from nowhere. No fuss, no hype, nothing. Funny that, especially when you think that this was one of the hottest coin-op licenses of last year. You'd think it was blatantly obvious that Activision haven't bothered to promote this because it's not very good. Not true.

Galaxy Force is technically mindblowing. The most realistic 3D sprite based graphics yet, combined with one of the largest cabinets ever to grace my local arcade – an entire pod. Not only did you see that very sharp right-hand bend in the corridor, you felt it too. If I was to tell you that Activision have got the game as close to the arcade version as they possibly could whilst retaining the speed, you'd say I was mad. If I then said it was even better than that, you'd take away my dog licence.

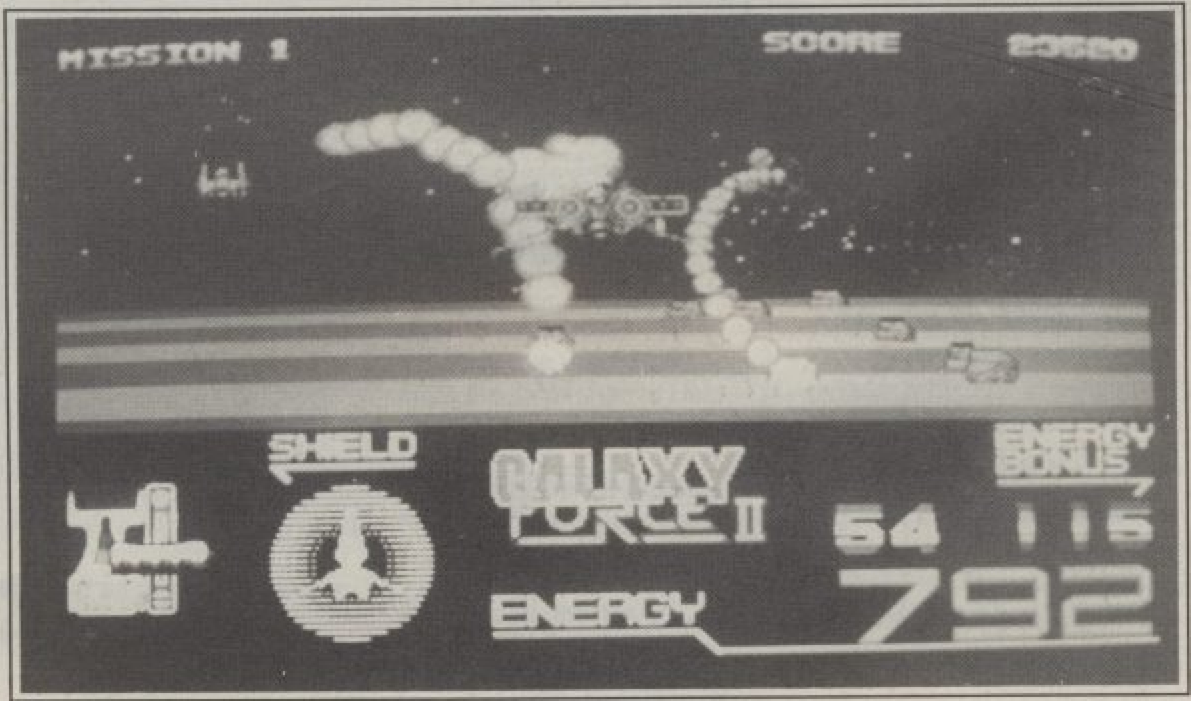
The idea behind the game is the same old song and dance everybody else uses. Some alien force has taken over a small system of planets, and you have to fly over each planet, killing everything you come across, and then fly down a tunnel network, killing everything you find down there until you reach the main reactor and destroy that too. Destroy all five planets and you live to tell the tale to all your disbelieving friends.

The only thing the programmers seem to have sacrificed is the amount of background objects. Rather than having a ground surface completely covered with interesting features such as waterfall and volcanos, you are now presented with a two tone scrolling plain, with ground objects dotted about sparingly. Everything else has been kept the same. All the enemies are there, including my personal favourite, a massive snake-like thing that looks like a piece of wavy carpet appearing from level three onward. Even the main ship is identical to the arcade.

The conversion plays brilliantly too. The weapons system is an upgraded form of the *Afterburner* missiles, only now you can look on to all the enemies on screen at once and fire a death dealing volley of missiles with one click of the fire button. Can there be anything this satisfying?

The fact that there are only five levels, and that you can start on any one you want means that the fun might be a bit short lived, but at the moment I don't care – I'm too relieved!

Tony Dillon



Cop that!

SOUND	82%
GRAPHICS	84%
PLAYABILITY	78%
LASTABILITY	73%

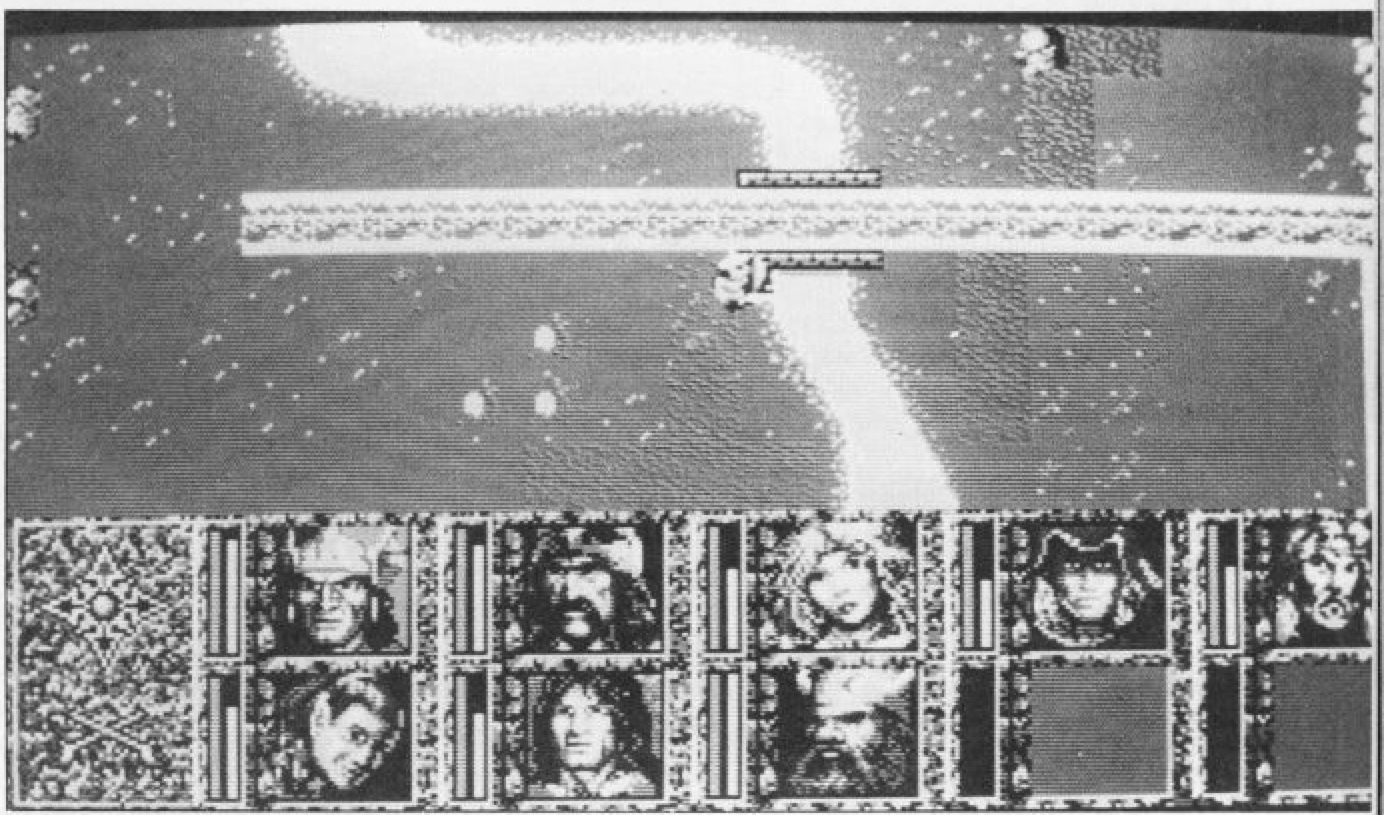
80%

Activision
Price: £24.99

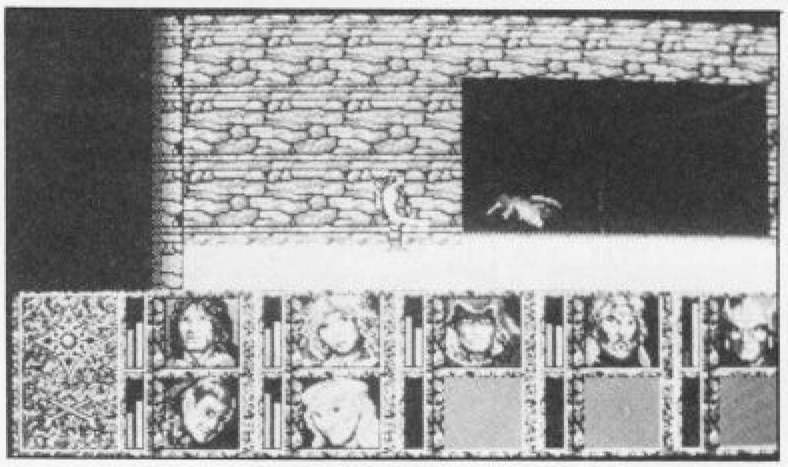
DRAGONS OF FLAME

In this fourth *Dungeons and Dragon* arcade adventure/RPG the heros are journeying southward through the land in a bid to recover the great sword Wyrmslayer, and free the slaves held in the fortess of Pax Tharkas. Looking at the screen shots you'd be forgiven for thinking *Dragons Of Flame* to be an arcade game, indeed it does proceed along those lines, only with more depth.

The opening stage is the journey. Most of the land has now been over run by the Draconians, whose forces consist of just about every semi-intelligent fantasy creature. It's impossible to avoid getting into a scrape. Also, you get the opportunity to recruit computer-played characters who are found wandering around in the confusion. Some play a major part in the game and need to be protected, whilst villagers and peasants will provide you with information and are totally expendable.



Spanning the territory.



Now that we're gathered together.

Finding the way inside the fortress is the first big problem, and requires you to recruit an Elf called Gilthanus. Once found, the party enters the catacombs beneath the fortress and the game takes on a different appearance; instead of the overhead view the party is represented by the lead character who is shown side on, in much the same style as *Hero's Of The Lance*'s. Whilst adding more atmosphere to the game this also makes it harder to judge exactly how many Draconians are attacking.

Moving the party is accomplished with the joystick, with a separate menu containing commands like, open, close, shut, take, give and drop. All commands arre utilitarian but don't add much scope for manipulating objects.

Although it's a good game, *Dragons Of Flame* lacks a real *Dungeons & Dragons* feel. A true D&D game should consist of more roleplaying, characters that develop as the game progresses and multiple scenarios. Instead what you get are characters that are already set, one over scenario and a sparse amount of commands.

On the positive side anybody who like *Hero's Of The Lance* is guaranteed to love this. It manages to generate a healthy atmosphere andis in keeping with the D&D theme. Personally I'd like to see a cross between this and *Pools Of Radiance*, the first computer D&D game from SSI. Maybe the next one eh?

Mark Patterson

US Gold/SSI
Price: £24.99.

SOUND	**67%**
GRAPHICS	**78%**
PLAYABILITY	**84%**
LASTABILITY	**85%**

84%

XENON TECHNOLOGY

71, Wadham Road, North End, Portsmouth, Hampshire, PO2 9ED

0705 670878

** AMIGA ** ** C64 ** ** PC **

COMMODORE AMIGA

	DISK
Xenon II Megablast	£15.75
Batman: The Movie	£15.25
Shadow Of The Beast	£22.25
It Came From The Desert	£19.75
Blade Warrior	£16.75
The Untouchables	£16.75
Cabal	£15.25
Stryx	£13.05
Swords Of Twilight	£16.75
Dynamic Debugger	£16.75
Interphase	£16.75
Operation Thunderbolt	£16.75
The Lost Patrol	£16.05
Ooze	£16.75
Fiendish Freddie's Big Top O' Fun	£16.75
Beach Volley	£16.05
Populous: Promised Lands	£6.75
Gemini Wing	£13.05
Future Wars	£16.05
Power Drift	£16.75
Grid Iron	£16.75
Triad II	£16.05
The New Zealand Story	£16.05
Ghostbuster II	£16.75
Infestation	£16.75
Iron Tracker	£13.05
A.P.B.	£13.05
Barbarian II	£16.05
Dragon Spirit	£13.05
Action Fighter	£16.05
Ivanhoe	£16.05
Demon's Tomb	£13.05
Never Mind	£13.75
Bad Company	£16.75
Highway Patrol	£16.05
Silkworm	£13.05
Strider	£17.05
Xenophobe	£16.75
Matrix Marauders	£13.75
Last Squad	£13.75
Shufflepack Cafe	£13.75
Knightforce	£16.75
Super League Soccer	£16.75
Horse Racing	£16.75
Chicago 90	£13.75
Life & Death	£16.75
Kees The Thief	£16.75
Neuromancer	£16.75
Risk	£13.75
Super Quintet	£16.05

COMMODORE64 SOFTWARE

	DISK	TAPE
Batman: The Movie	£9.65	£6.35
Shinobi	£9.65	£6.65
Dynamite Dux	£9.65	£6.65
Bloodwych	£8.65	£6.65
Cabal	£9.65	£6.35
Blood Money	£8.65	£6.65
Ballistix	£8.65	£6.65
Laser Squad	£9.65	£6.65
Beach Volley	£9.65	£6.65
Dragon Spirit	£8.65	£6.65
Mr. Heli	£9.65	£6.65
Carrier Command	£9.65	£6.65
Quarterback	£9.65	£6.65
Stunt Car	£13.65	£9.65
Super Quintet	£9.65	£6.65
Super Wonder Boy	£9.65	£6.65
Eye Of Horus	£9.65	£6.65
Rainbow Island	£9.65	£6.65
Operation Neptune	£9.65	£6.65
Weird Dreams	£9.65	£6.65
Paul Gascoigne Super Soccer	£9.65	£6.65
F.1. Manager	£9.65	£6.65
Action Fighter	£9.65	£6.65
Gemini Wing	£9.65	£6.65
Robocop	£9.65	£6.65
Vigilante	£9.65	£6.65
Battlechess	£9.65	—
Rick Dangerous	£9.65	£6.65
Graham Gooch All Star Cricket	—	£6.65
Indiana Jones & The Last Crusade	£9.65	£6.15
The New Zealand Story	£9.65	£6.65
The Tolkein Trilogy	£12.65	£8.65
Xenophobe	£9.65	£6.65
A.P.B.	£8.65	£6.65
Captain Fizz	£8.65	£6.65
Citadel	£9.65	£6.65
Leonardo	£9.65	£6.65
Heat Wave	£12.65	£8.65
Ringside	£9.65	—
Rainbow Warrior	£9.65	£6.65
Kayden Garth	£9.65	£6.65
Chessmaster 2000	£9.65	—
Fire Power	£9.65	£6.65
Ghostbusters	£9.65	£6.65
Thunderbirds	£9.65	£8.65
Black Magic	£9.65	£6.65
Kings Of The Beach	£9.65	—
Heavy Metal	£9.65	£6.65
Moonwalker	£9.65	£6.65
Power Drift	£9.65	£6.65

XENON Technology,
DEPT C.U.
71 Wadham Road,
North End,
Portsmouth,
Hampshire,
PO2 9ED
☎ (0705) 670878 ☎

Xenon (zen', zen'on) a zero-valent element (Xe; atomic number 54), a heavy gas present in the atmosphere in proportion of 1:17× 10E7 by volume.

technology (tex'n-o-lo)ji) the practice of any or all of the applied science that have practical value and/or industrial use: technical method(s) in a particular field of industry.

xenon technology (zen'on tek'n-o-l-lo'ji) the best definition!

All products are dispatched within 24 hours (subject to availability) by FIRST CLASS Post. All new titles are dispatched when released.

All prices shown are fully inclusive of VAT, postage, packaging and a full guarantee (please add £1.50 per item overseas). To order simply write on a piece of paper, your name, postal address, a telephone number (if possible, only used if absolutely necessary), and the software title (with the machine model). The pop in your payment (either a cheque or a postal order) and then pop it in the post (no forgetting of course our name on the front of the envelope and a stamp.

VAT Registration Number:
543 9020 57

COMMODORE AMIGA HARDWARE

Commodore A590 20MB Hard Drive	£349.00
Commodore A590 CMOS RAM Chips ×1 (128k)	£13.45
Commodore A590 CMOS RAM Chips ×4 (512k/0.5MB)	£49.45
Commodore A590 CMOS RAM Chips ×8 (1024k/1MB)	£99.45
Commodore A590 CMOS RAM Chips ×12 (1536k/1.5MB)	£149.45
Commodore A590 CMOS RAM Chips ×16 (2048k/2MB)	£199.45
External Floppy Disk Drive	£74.45
Cordless Mouse	£117.45
Commodore A501 512k/0.5MB RAM Expansion	£98.45
Vidi Amiga	£89.45

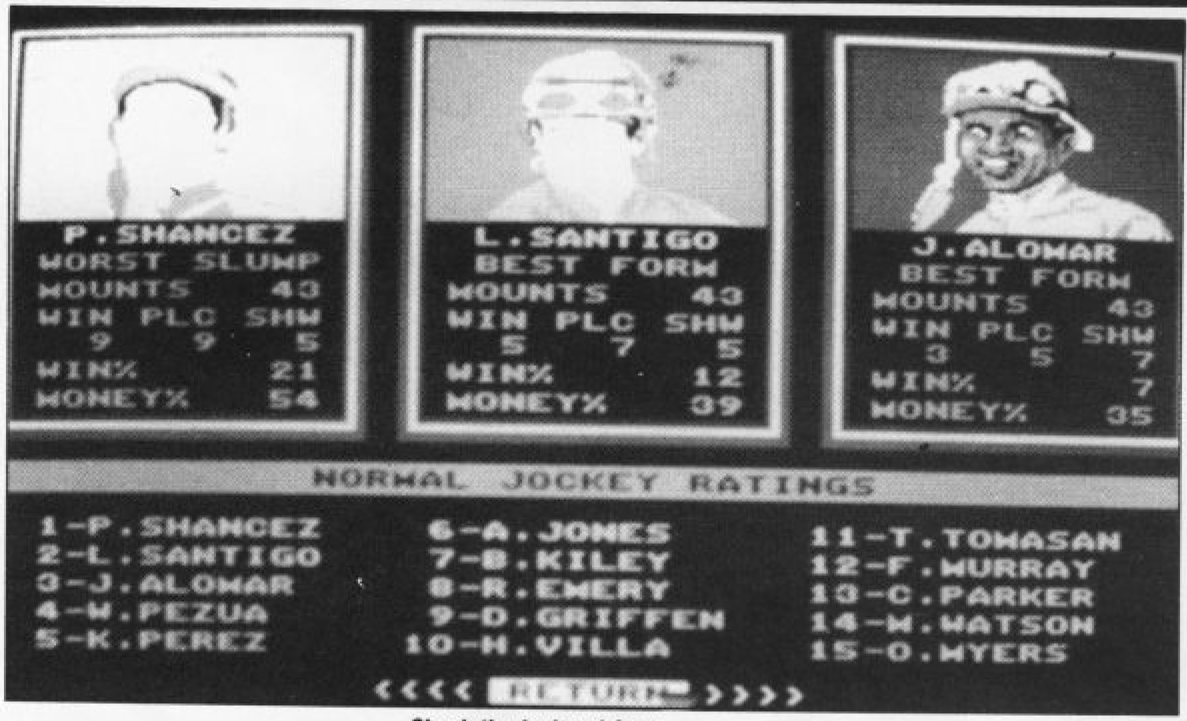
COMMODORE AMIGA PERIPHERALS

Konix Navigator Joystick (Auto Fire)	£9.20
Sureshot Zipstick (Auto Fire)	£9.95
Konix Speedking (Auto Fire)	£8.45
Mouse Mat	£2.45
Dust Cover	£3.45
10 DS/DD 3.5" Floppy Disks	£6.50

Please make Cheques or Postal Orders payable to XENON TECHNOLOGY

NOTE: Xenon Technology is Mail Order ONLY. Proprietor: Steve Lowe

HORSE RACING



Check the jockeys' form.

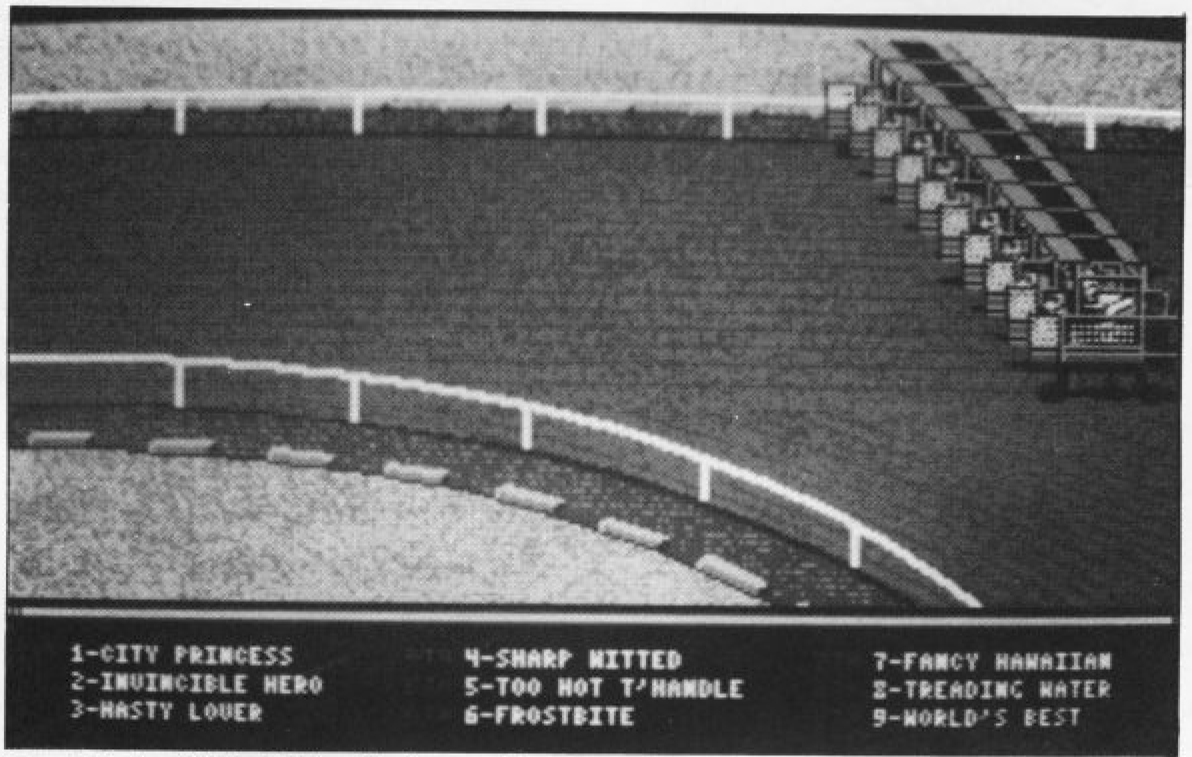
I can see absolutely no point whatsoever in doing a *Horse Racing* simulation. Maybe if you could ride the horse in a race, it might be worth doing, but not a game where you simply bet on the horse in question.

Omni-Play press this game's claim to fame with the fact that you can buy loads of expansion disks to go with your horse racing simulation allowing you to play lots of other horse facing simulations.

You start the game with a set amount of pretend money, and you use this money to put pretend bets on pretend horses in pretend races. After putting your pretend money on your pretend horse, you watch the pretend race and see if you've won some more pretend money. What fun.

And that's it. There are lots of menu options whereby you can study jockey and horse form but that's all a lot of stuff and nonsense. Just put large amounts of 'money' on the horse with the best odds and you're bound to win.

Biggest disappointment of this game is the lack of graphics. The packaging promises incredible skills that you see when you play the PC game. The only graphics I could find were a still shot of the horses under starters orders. After that, the nearest things to graphics are a set of numbers, each one supposed to be a horse, bobbing around a circular 'track'. What happened to excitement?



One of the few still shots left — the horses under starters orders.

Horse Racing is a pretty dull and pointless game. With friends you could possibly get an hour or two out of it, but otherwise it's not worth bothering about.

Tony Dillon

Mindscape
Price: £24.99

SOUND	**51%**
GRAPHICS	**46%**
PLAYABILITY	**59%**
LASTABILITY	**40%**

47%



Once again it's end of level guardian time!

X-OUT

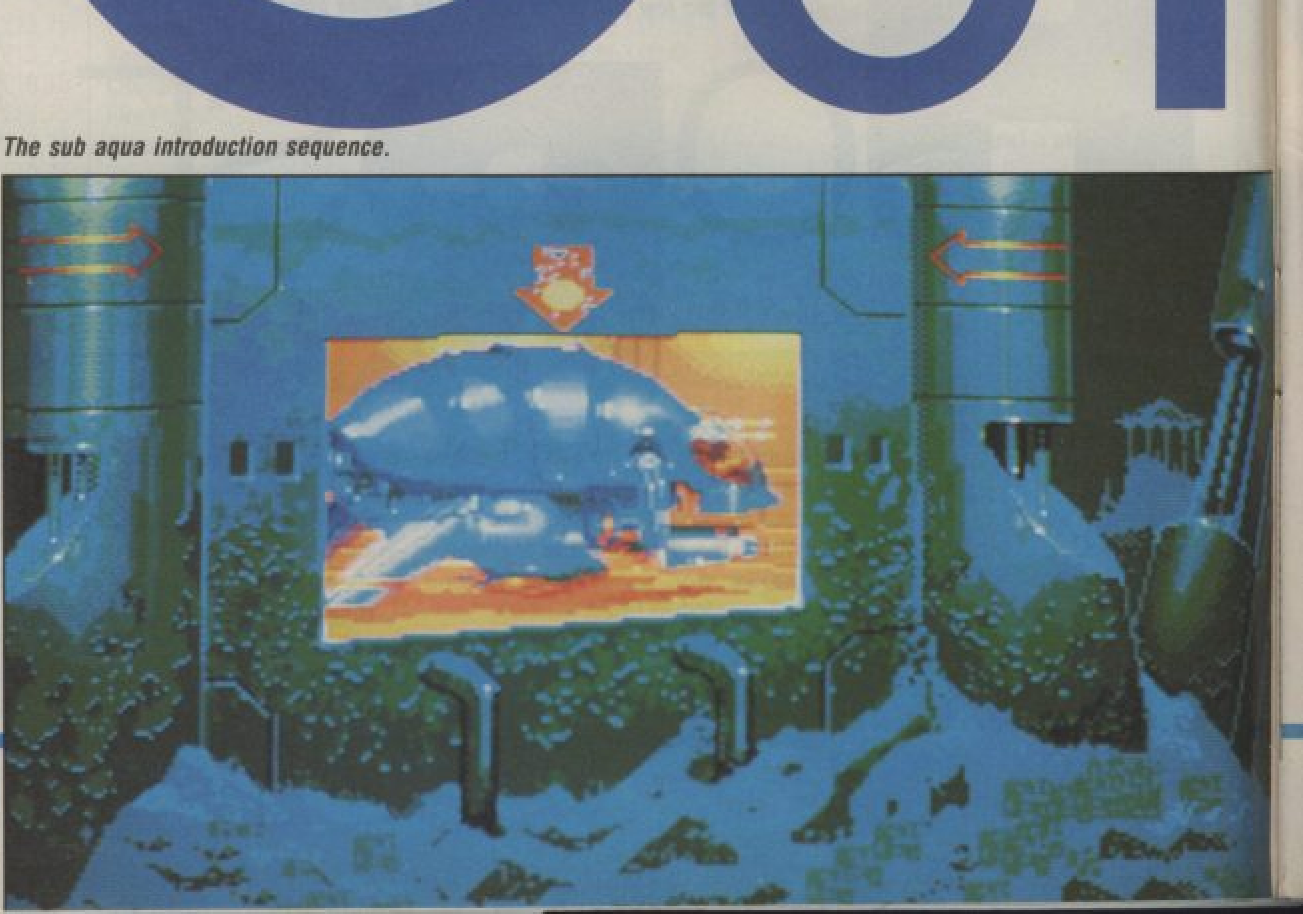
CU SCREEN STAR

You can get pretty frustrated waiting for software to arrive at the offices of CU, and often when it does it's a terrible disappointment. How often we've groaned at the sight of another badly converted licence or tossed aside another hyped release after a cursory look. That's when games like *X-Out* come as a very pleasant surprise.

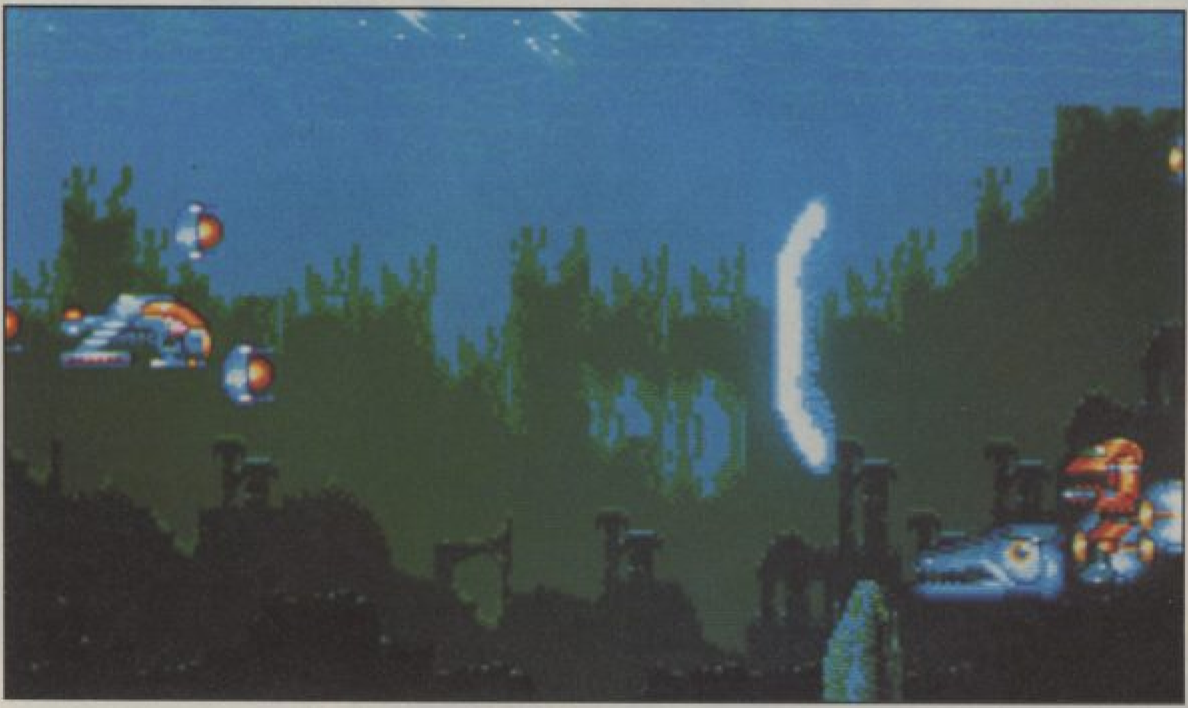
Rainbow Arts have sprung into life as the year ends, first with the highly playable *Rock 'n' Roll*, and now with this. *X-Out* marks a return to what they do best — shoot 'em ups. Now that the furore over *Katakis/Denaris* has been forgotten they come up with another class blast.

The sales blurb describes *X-Out* as 'a multi sensory assault',

The sub aqua introduction sequence.



Rainbow Arts
Price: £19.99

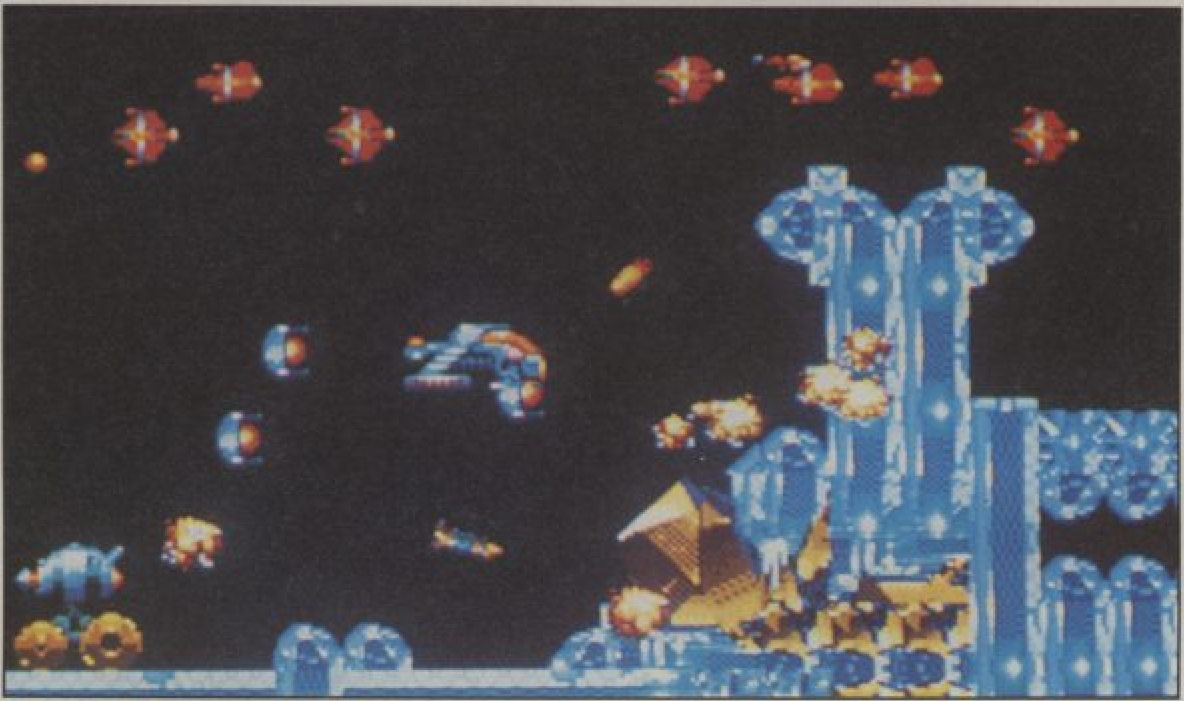


A bizarre set of opponents await you.

The crystalline world of level five.

and whilst there's an element of hyperbole there, it's not too far off the truth. It's pretty impressive stuff. True it's fairly typical horizontal blast, but what they've squeezed in is little short of remarkable. *X-Out* has 40 different aliens, 50 pics per second, and 48 colour graphics.

X-Out is set in the depths of earth's oceans, where, Abyss-like, aliens have set up shop. However there's nothing very warm about their intentions, because they're using the sea floor as a base to launch a series of attacks on the world. As ever, it's left to you to pilot a lone craft to the heart of their defences to stop the rot. That lone craft though, probably has the potential to be the most heavily armed in the





The crusty shopkeeper.

history of gaming. The array of weaponry is available for it.

The game begins in the weapon shop, which has a passing similarity to the one in *Xenon II*. You are given a certain number of credits with which to fit your ship. Once you have enough money, you can afford to strap on nearly a dozen weapons to the bigger ships. This is part of the fun, because when you see some of the awesome destructive ability that the disk laser, or the lightning bolts can wield, you're going to be spending like crazy.

The game offers you 8 levels of action, and since each is some twenty screens long, you can imagine the test is pretty tough. The backgrounds alter in each, cycling, amongst others, through some neat crystal formations, and volcanic crusts.

X-Out may not be a breath of fresh air, it's not original enough for that, but what it does is offer another option to fans of shoot 'em ups, who are still poorly served after two years of releases.

Mike Pattenden

SOUND	**82%**
GRAPHICS	**86%**
PLAYABILITY	**86%**
LASTABILITY	**85%**

86%

5 ACTION PACKED GAMES. 1 ACTION PACKED COMPILATION

- IMPOSSIBLE MISSION II™
- CALIFORNIA GAMES™
- STREET SPORTS BASKETBALL™
- 4 X 4 OFF-ROAD RACING™
- THE GAMES WINTER EDITION™

A combination of heart-stopping action and breathtaking athleticism that will leave you wondering ...
IS IT REAL ...
OR IS IT EPYX?

AVAILABLE ON:–
CBM 64/128 Cassette.
SPECTRUM 48/128K,+2 Cassette.
AMSTRAD CPC Cassette/Disk.

EPYX ACTION

U.S. GOLD 5 ALL-ACTION GAMES U.S. GOLD



U.S. Gold Ltd,
Units 2/3 Holford Way,
Holford,
Birmingham B6 7AX.
Tel: 021 625 3388.

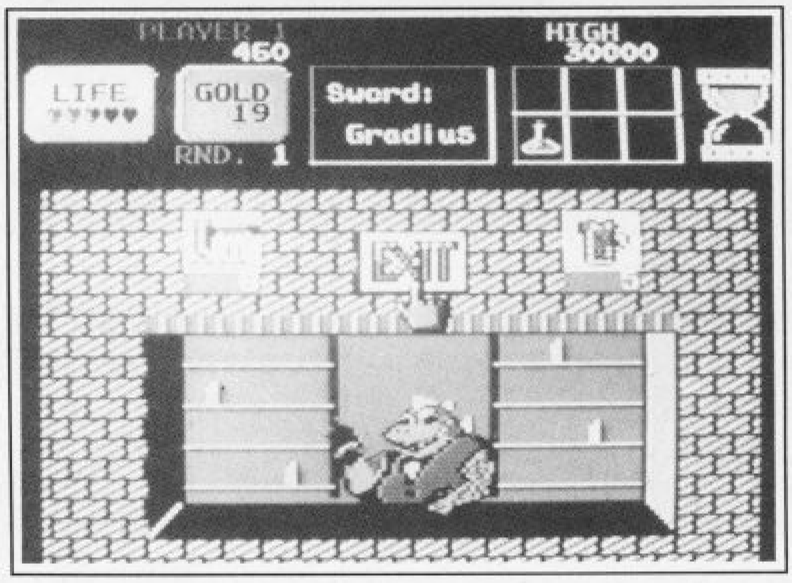
U.S. GOLD

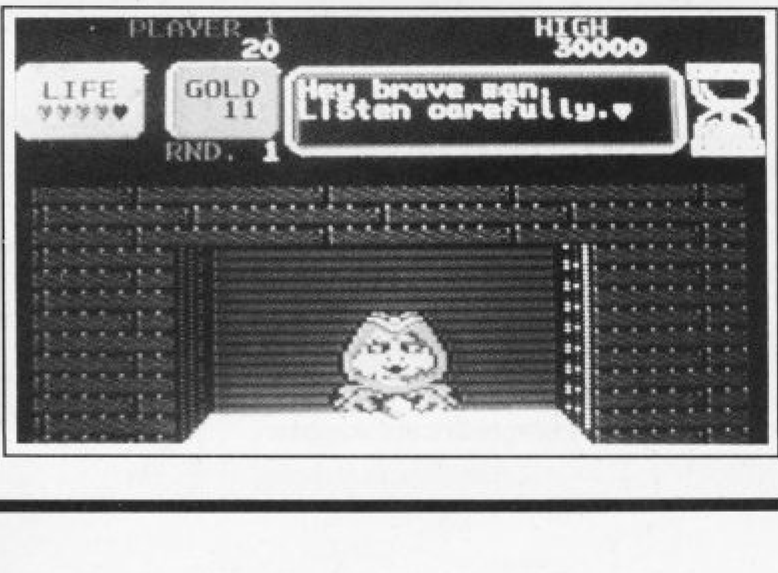


SUPER WONDERBOY

Jack is back! No he isn't, it's Wonderboy, now Wonderteen racing through city centres, buying weapons and stabbing people. What happened?

I'll tell you what happened. Boy put on a lot of weight and also didn't grow. And his world has got a lot smaller, thanks to the progression of quadternary industry. What this means is that on screen, Wonderboy is as wide as he is tall and things like score and lives counters have been placed on large computer screens that run along the top and left-hand edges of the screen, cutting the playing area down considerably.





Activision
Price: £24.99

As far as I can make out, all boy really has to do is travel from town to town killing everything he finds. Simple. Now and again he'll come up against someone unpleasant like a Vampire or Death and have to kill them in order to collect the key for the next town or a special weapon such as a broadsword.

Along the way you can also buy objects, like boots that increase your jumping capability. Or magical weapons such as grenades, or a whirlwind that you launch at your adverseries. All this costs money, and to get money you have to kill all the little baddies and collect the gold they drop.

I loved the original *Wonderboy* with that certain special kind of love that means you can't leave somebody. I kept playing it and playing it long after I'd completed it. Now its sequel has appeared I can't help but feel disappointed with the way it has turned out.

For a start, the graphics are poor. Many of the characters are short and stumpy, whilst the backdrops seem ot have been nicked from *Boulderdash*. The scrolling is slow and jerky – this game shows little of the visual excellence of its predecessor.

It plays terribly too. Because of the slowness of the game, it's far too easy. You have ages to time a swing at a bad guy, and the chances of them hitting you are a million to one.

Not the hottest conversion around.

Tony Dillon

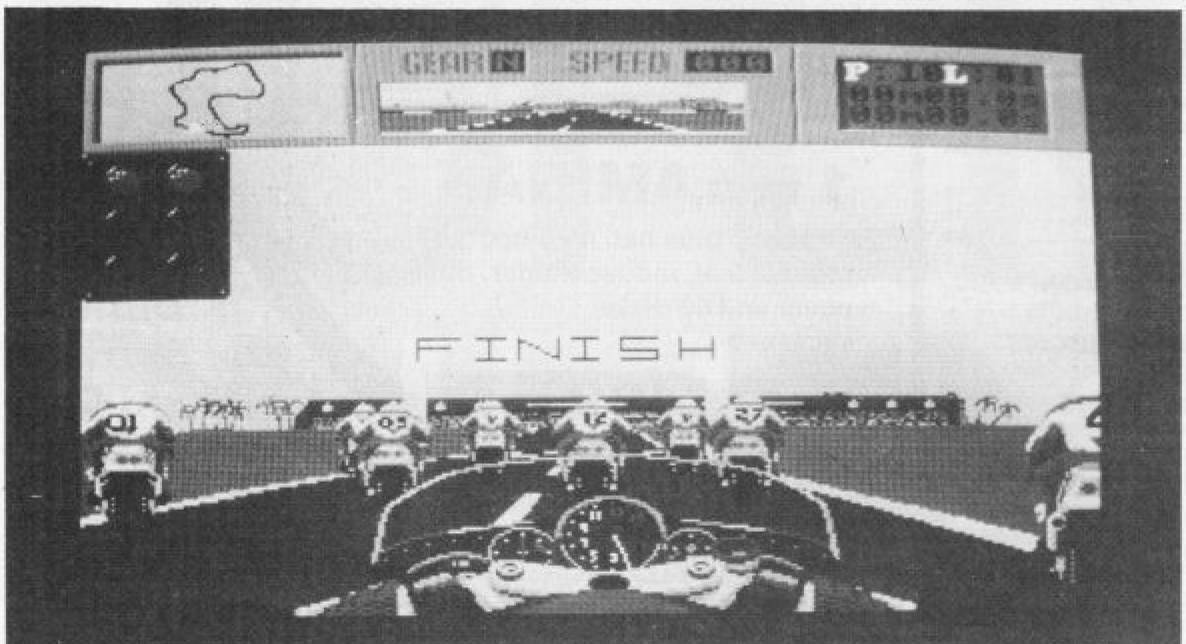
SOUND	**61%**
GRAPHICS	**43%**
PLAYABILITY	**31%**
LASTABILITY	**39%**

41%

CYCLES

This one's a middle specced bike.





Cycles, *sad to say, isn't quite the leader of the pack.*

Accolade
Price: £24.99

If ever a company could be accused of milking an idea dry, it would have to be Accolade. By simply changing the graphics they've come up with: *Test Drive 1, Test Drive 2, Grand Prix Circuit* and now *Cycles.* S'true! Just take a look at the front end, and the way the road moves. Interesting, huh?

Based (loosely) upon the same idea as *RVF, Cycles* mounts you on the saddle of a tournament motorcycle racer and lets you burn rubber around 20 of the world's most famous tracks, as well as competing against some of the most devious computer riders ever conceived. Well, not quite.

What *Cycles* actually does is exactly the same thing as *Grand Prix Circuit,* only now with motorbike handlebars at the bottom of the screen rather than a car dashboard. You race around twenty identical looking stretches of grey track and try to do it as fast as possible.

Racing against other bikes isn't that spectacular at all. The bikes all look identical, and each one has five frames of 'animation': upright, leaning slightly left/right and leaning heavily left/right.

One of the most disturbing things I noticed about the other cyclists is that they don't really exist. You can actually race hell bent for leather through a tight pack of them and come out on the other side completely unscathed. Strange but true.

But on the other side of the coin, there are lots of nice things I can say about *Cycles.* Erm. Well. The road has hills and bridges across it. They're nice. And there are half a dozen or so skill levels, ranging from very easy automatic gearbox against simple riders through to the most delicate gear changes against hell on wheels.

Much as I like racing/driving simulations, I don't think I can recommend *Cycles.* There just isn't enough in there to make it worthwhile, expecially when *RVF* exists on the market. Sorry Accolade, but this has to get a thumbs down.

Tony Dillon

SOUND	**68%**
GRAPHICS	**70%**
PLAYABILITY	**71%**
LASTABILITY	**63%**

67%

YOUR ONE STOP SHOP

Software SUPERSTORE

MORE SOFTWARE THAN YOU CAN HANDLE!
MORE HARDWARE THAN YOU CAN USE!

A590 20 mb HARD DISK

with space for 2mb extra RAM to turn your AMIGA into a 3 Meg machine. Essential for advanced graphics etc.

ONLY £399.99
*OR £15 MONTHLY

A590
Complete with 2mb extra Ram fitted
ONLY £645.99 *OR £27 MONTHLY

A590 EXTRA RAM
£69.99 per 1/2mb

AMIGA 1mb UPGRADE
ONLY £79.99
WITH CLOCK £89.99

AMIGA 3.5" 2nd DRIVE

- DISABLE SWITCH
- THROUGH PORT
- SLIM SIZE
- LOW POWER CONSUMPTION
- HIGHLY RELIABLE
- EXCELLENT R/W PERFORMANCE

ONLY £79.99

ST 2nd DRIVES
ALSO AVAILABLE
PLEASE ASK FOR DETAILS

WE STOCK MOST DATEL PRODUCTS

AMIGA A500
BATMAN PACK
ALMOST HALF PRICE



	R.R.P.
A500	£399.99
TV MODULATOR	24.99
BATMAN (THE MOVIE)	24.99
NEWZEALAND STORY	24.99
DELUXE PAINT II	49.99
INTERCEPTOR	29.99
TEN STAR PACK	229.50
TOTAL R.R.P.	£784.44
LESS DISCOUNT	£384.45

OUR PRICE £399.99
*OR £15 MONTHLY

1 MEG AMIGA :-

as above plus half meg upgrade, mouse, mat, mouse holder, dust cover and 10 disks

OUR PRICE
ONLY £499.99
*OR £19 MONTHLY

WE STOCK SEGA, ATARI, C16, MSX, BBC/ ELECTRON, etc.

VISA

Access

Licensed Credit Broker

*(subject to status) Written details on request.

MAIL ORDER:- Carriage at Cost

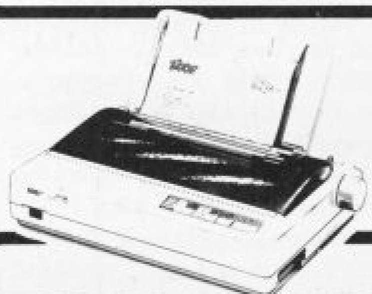
ORDER HOTLINE
(MON to FRI)
(0782) 202269

ADVICE HOTLINE (0782) 268620
for FAST & FRIENDLY SERVICE

BITS - N - PIECES

REPLACEMENT MOUSE INC. HOLDER & MAT	£29.99
DISK BOXES, LOCKABLE, 40/80 OR 120 CAPACITY from	...£7.99
AMIGA POWER UNITS, EXCHANGE	£49.99
STEREO SOUND SAMPLER	£79.99
PRO GENLOCK WITH PRO FADE FEATURE	£89.99
VIDEO DIGITISER	£79.99

PLUS HUGE RANGE OF ✧ COLOUR MONITORS ✧ PRINTERS ✧ BLANK DISKS ✧ PRINTER RIBBONS ✧ CONSUMABLES ✧ PERIPHERALS ✧ SOFTWARE



1 YEAR ON-SITE MAINTENANCE ONLY £10 EXTRA ON ANY PRINTER

PRINTERS

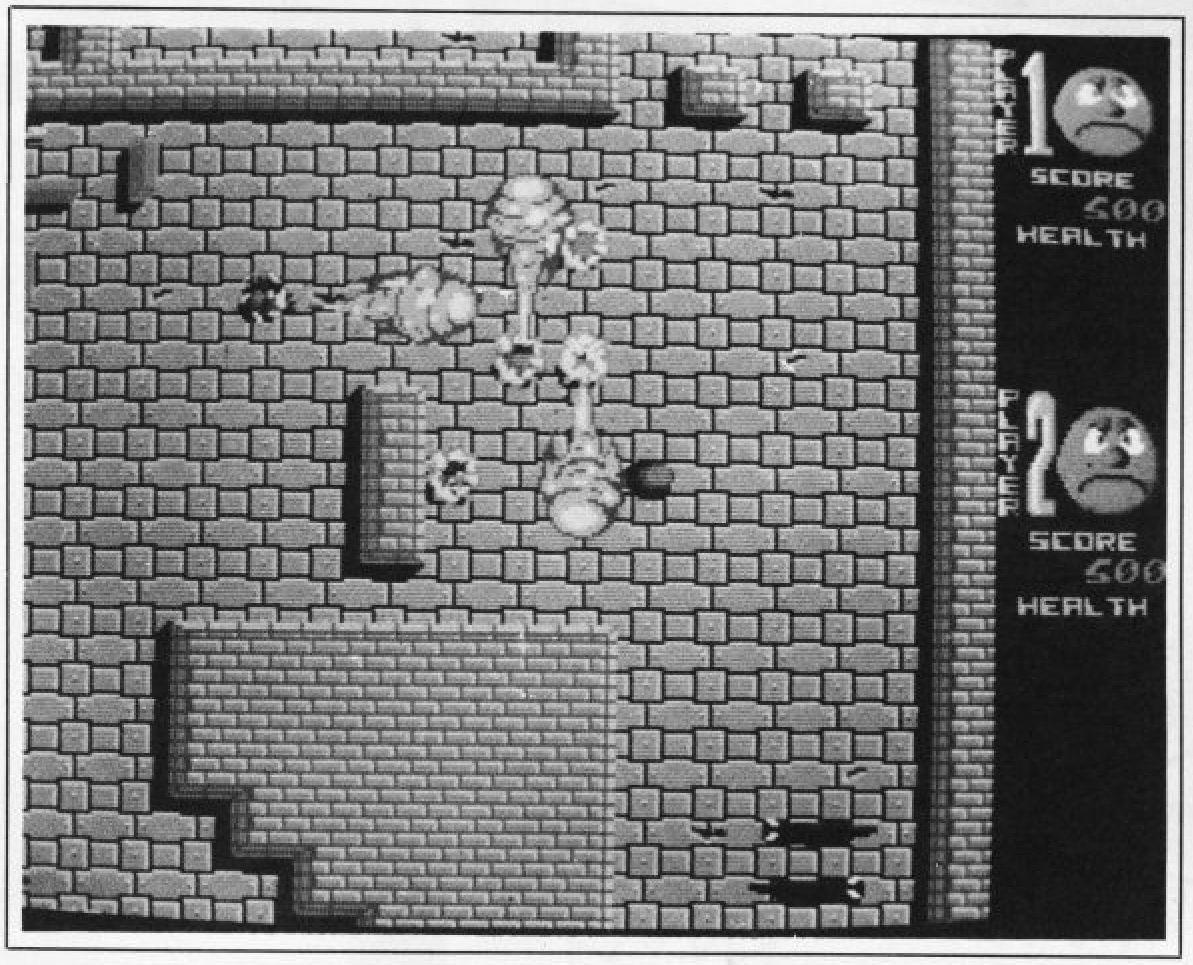
STAR LC10
Acclaimed "Best Buy" budget printer. Now massively under-priced at just
£169.99 *OR £8 MONTHLY

STAR LC10 Colour
The perfect printer for every Amiga. Colour output from all the better art packages - or just slot in a black ribbon for word processing. Cheap to run too. Very affordable
£229.99 *OR £9 MONTHLY

STAR LC24 - 10
24 Pin quality at a price you can afford. 8 Fonts, 3 print variations, paper parking, 170 CPS draft, 57 CPS LQ
£259.99 *OR £10 MONTHLY

FREE Cable with every Printer

STOKE-ON-TRENT	SHEFFIELD	ST HELENS	STOCKPORT
11 Market Square Arcade, Hanley Stoke-on-Trent Manager: Wayne Tel: 0782 268620 Open 6 Days	6 Waingate, Sheffield Manager: Tony Tel: 0742 721906 Open 6 days	27 Baldwin Street, St Helens Manager: Adrian Tel: 0744 27941 Closed Thursday	6 Mealhouse Brow, (Off Little Underbank), Stockport. Manager: Ray Tel: 061 480 2693 Closed Thursday



Puffy finds the going a bit hot.

SUPER PUFFY

Ubisoft
Price: £19.99

Enter the world of Puffy and Puffina, possibly two of the cutest things you've ever seen in your life. Sadly their best friends have been captured and it is down to you to rescue them from the castle of the evil Baron Loftus.

To rescue them you have to make your way through a staggeringly large number of *Gauntlet*-like levels, each populated by all manner of foul beasts such as fire breathing dragons, crocodiles, *Pac-man* ghosts and evil Puffies.

So what exactly is a Puffy? A Puffy is a small potato-like creature with a big heart and a smile to match. But don't be fooled by its deceptively sweet appearance. Puffy is a ruthless killing machine. It's so vile that before it destroys its adversary, it spits on them, just to rub it in, before chewing it to death.

As Puffy races around the eight-way scrolling levels, destroying everything in his path, he finds lots of other things to help or hinder him besides the enemy creatures. There are keys, useful for opening doors and locked chests, which can contain even more keys, food to boost Puffy's flagging energy level, or bonus weapons, such as bombs, or the ability to breath a limited amount of fire.

The graphics are brilliant. Although small, everything is well designed and full of character. Who knows how many frames of animation have gone into Puffy himself, as he pulls more and more faces in reaction to different situations. See him leap back, eyes wide open with surprise as a wall closes up in front of him, see the look of fear on his face as ghosts pass by. The scrolling is perfectly smooth in all directions, and it's this kind of obvious care and attention to detail that makes a game stand out.

The sound is just as amazing, and contains some of the cutest samples ever heard. Hear Puffy say 'Oooo' as the ghosts come near, hear him squeak 'You gonna burn' as he breathes fire. If you play in two player mode and get into a fight, the loser mutters 'You win' just before it dies. Alternately sweet and sickening. This is what we want.

A brilliant variation on a worn theme. In time it will get boring, but it's still worth buying for the cute factor alone.

Tony Dillon

SOUND	**89%**
GRAPHICS	**84%**
PLAYABILITY	**80%**
LASTABILITY	**78%**

82%

...it's dynamite!

POWER CARTRIDGE

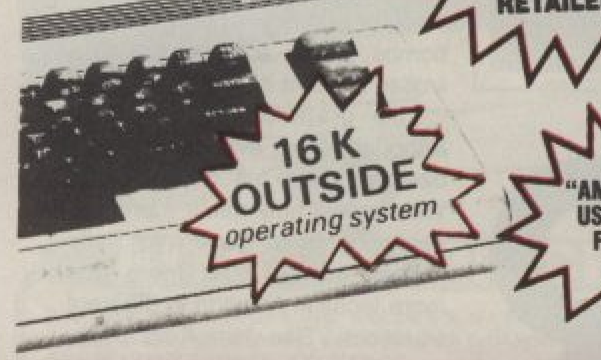
FOR YOUR COMMODORE 64/128

SO MUCH FOR SO LITTLE

- * POWER TOOLKIT
- * POWER MONITOR
- * TAPE & DISK TURBO
- * PRINTERTOOL
- * POWER RESET
- * TOTAL BACKUP

TRIED AND TESTED — OVER 100,000 SOLD IN EUROPE

AVAILABLE FROM ALL GOOD COMPUTER RETAILERS



16 K OUTSIDE operating system

"AMAZINC ARRAY USER FRIENDLY FUNCTIONS" ..Zapp 64.

YOU WILL WONDER HOW YOU EVER MANAGED WITHOUT IT



ONLY £16.99 INC. VAT

POWER TOOLKIT

A powerful BASIC-Toolkit (Additional helpful commands) that considerably simplifies programming and debugging.

AUTO	HARDCAT	RENUMBER
AUDIO	HARDCOPY	REPEAT
COLOR	HEX$	SAFE
DEEK	INFO	TRACE
DELETE	KEY	UNNEW
DOKE	PAUSE	QUIT
DUMP	PLIST	MONITOR
FIND	ILOAD	BLOAD

RENUMBER : *Also modifies all the GOTO's GOSUB's etc. Allows part of a program to be renumbered or displaced.*
PSET : *Set up of printer type.*
HARDCAT : *Prints out Directory.*

The toolkit commands can be used in your programs.

DISK TOOL

Using POWER CARTRIDGE you can load up to 6 times faster from disk.
The Disk commands can be used in your own programs.

DLOAD	DVERIFY	DIR
DSAVE	MERGE	DEVICE
DISK		

MERGE : *Two BASIC programs can be merged into one.*
DISK : *With DISK you can send commands directly to your disk.*

TAPE TOOL

Using POWER CARTRIDGE you can work up to 10 times faster with your data recorder. The Tape commands can be used in your own programs.

LOAD	SAVE	VERIFY
MERGE	AUDIO	

POWERMON

A powerful machine language monitor that is readily available and leaves all of your Commodore memory available for programming.
Also works in BASIC-ROM, KERNAL and I/O areas.

A ASSEMBLE	I INTERPRET	S SAVE
C COMPARE	J JUMP	T TRANSFER
D DIS-ASSEMBLE	L LOAD	V VERIFY
	M MEMORY	W WALK
F FILL	P PRINT	X EXIT
G GO	R REGISTER	$ DIRECTORY
H HUNT		DOS Commands

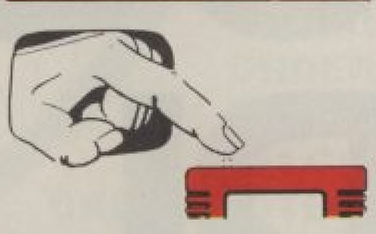
PRINTERTOOL

The POWER CARTRIDGE contains a very effective Printer-Interface, that self detects if a printer is connected to the Serial Bus or User-Port.
It will print all Commodore characters on Epson and compatible printers.
The printer-interface has a variety of set-up possibilities. It can produce HARDCOPY of screens not only on Serial printers (MPS801, 802, 803 etc) but also on Centronic printers (EPSON, STAR, CITIZEN, PANASONIC, etc).
The HARDCOPY function automatically distingishes between HIRES and LORES. Multi-colour graphics are converted into shades of grey. The PSET functions allow you to decide on Large/Small and Normal/Inverse printing.
The printer PSET functions are:

PSET 0 - *Self detection Serial/Centronics.*
PSET 1 - *EPSON mode only.*
PSET 2 - *SMITH-CORONA mode only.*
PSET 3 - *Turns the printing 90 degrees!!*
PSET 4 - *HARDCOPY setting for MPS802/1526.*

PSET B - *Bit-image mode.*
PSET C - *Setting Lower/Upper case and sending Control Codes.*
PSET T - *All characters are printed in an unmodified state.*
PSET U - *Runs a Serial printer and leaves the User-port available.*
PSET Sx - *Sets the Secondary address for HARDCOPY with Serial Bus.*
PSET L1 - *Adds a line-feed, CHR$ (10), after every line.*
PSET L0 - *Switches PSET L1 off.*

POWER RESET



On the back of the POWER CARTRIDGE there is a Reset Button. Pressing this button makes a SPECIAL MENU appear on the screen.
This function will work with any programme.

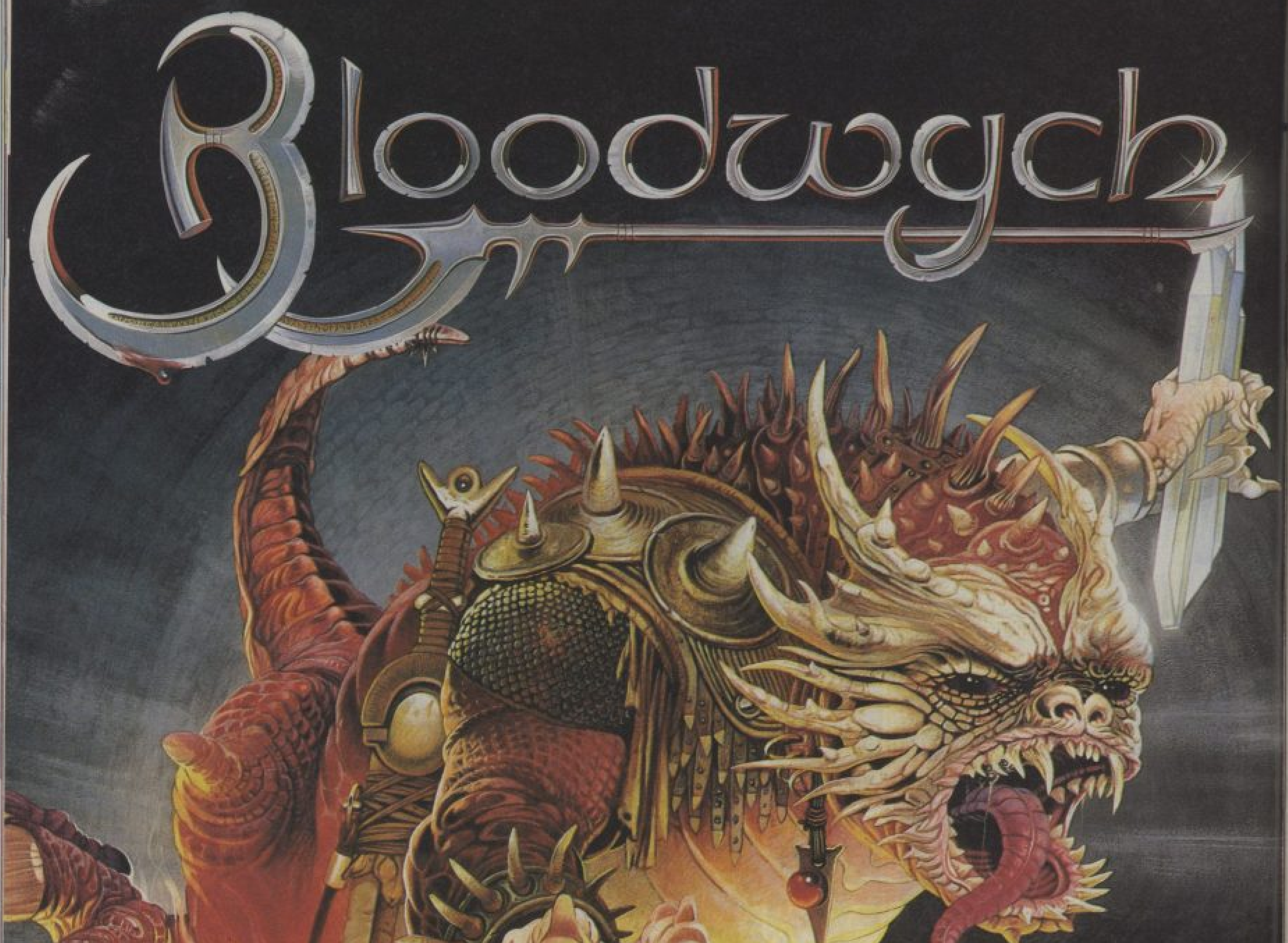
CONTINUE - *Allows you to return to your program.*
BASIC - *Return to BASIC.*
RESET - *Normal RESET.*
TOTAL BACKUP DISK - *Saves the contents of the memory onto a Disk. The program can be reloaded later with BLOAD followed by CONTINUE.*
RESET ALL - *RESET of any program.*
TOTAL BACKUP TAPE - *As BACKUP DISK but to TAPE.*
HARDCOPY - *At any moment, prints out a Hardcopy of the screen. Using CONTINUE afterwards you can return to the program.*
MONITOR *Takes you into the Machine language Monitor.*

BDL
Bitcon Devices Ltd

88 BEWICK ROAD
GATESHEAD
TYNE AND WEAR
NE8 1RS
ENGLAND

Tel: 091 490 1975 and 091 490 1919 Fax 091 490 1918

To order: Access/Visa welcome — Cheques or P/O payable to BDL
Price: £16.99 incl. VAT. UK orders add £1.20 post/pack total — £18.19 incl. VAT
Europe orders add £2.50. Overseas add £3.50
Scandinavian Mail Order and Trade enquiries to: Bhiab Elektronik, Box 216, Norrtalje 76123, SWEDEN. Tel: ++46 176 18425 Fax: 176 18401.
TRADE AND EXPORT WELCOME.



ARGUE! BARTER! LIE THROUGH YOUR TEETH!!!



Atari ST Screen Shots

Amiga	£24.99
Atari ST	£24.99
Spectrum (tape)	£9.99
Spectrum (disc)	£14.99
Amstrad CPC (tape)	£9.99
Amstrad CPC (disc)	£14.99
Commodore 64 (tape)	£9.99
Commodore 64 (disc)	£12.99

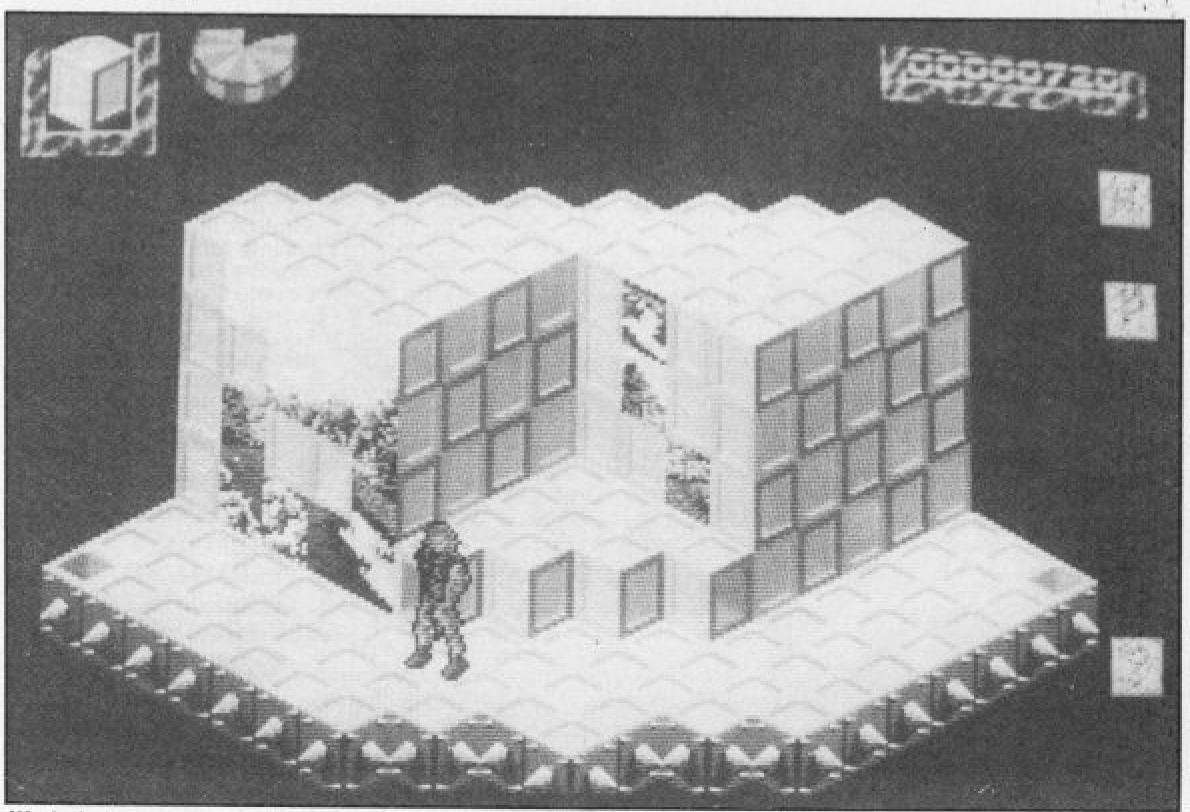
As the people of the Bloodwych awake to a new dawn, they find a stranger in their midst – from one of many races he has come. His task; to halt the demon that lies dormant within the Castle of the Bloodwych.

Unification of the Crystals of Sanguis will secure the Behemoth in his lair for all eternity. Should they remain separate, then he shall rise to bring darkness into the world.

This unique role-playing fantasy game allows greater interaction with the environment than has ever been seen before. Argue, barter, negotiate – even lie through your teeth! The fully implemented personalities of all the characters in Bloodwych allows a rich style of role-playing that has only been dreamt of.

With one or two player simultaneous mode, this is the game that you've been waiting for. Bloodwych for those that dare!

NEVER MIND



Work that one out.

Fresh from the glamour boys of packaging comes a rather meekly boxed piece of software. Unfortunately the accompanying game is also rather slight.

Never Mind aims for that rather difficult area in computer gaming — puzzles. In order for a puzzle game to retain any lasting interest it needs to be outstandingly original with a playability level to match. *Never Mind* is without doubt original, but fails to fun hurdle by presenting problems which not only fail to tax the mind, but also cause a severe case of eye strain with it.

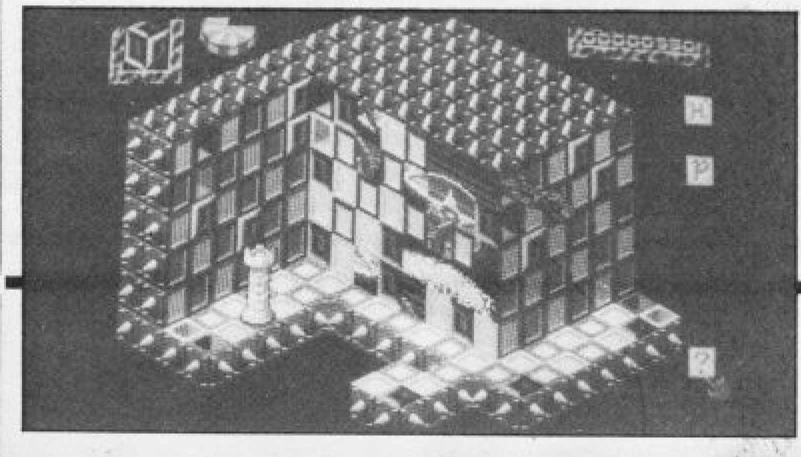
The object of the puzzles is to recreate a picture. Sometimes this involves picking pieces up and placing them in respective holes, like a jigsaw. Other puzzles require a close inspection of the picture to find which pieces need to be switched round. A set amount of the time limit can be 'cashed in' to give you a higher bonus score, though what little time there is, is too precious to loose. When you complete a set amount of levels the computer churns out a password allowing you to restart from that point in future, which is a very useful addition.

In an attempt to make the game more playable and appeal to a wider variety of people it utilises an arcade adventure style movement system, whereby you control a barbarian-like character to move the pieces around the screen. Instead of being restricted to just the floor space all the walls are linked to the ground through portals. The resulting effect leaves you wandering about aimlessly. One of the major problems is working out which walls can be reached from a certain point, so you tend to miss the obvious routes.

While sporting some nice 3D effects, the graphics are pretty crude, with most attention paid to the picture puzzles. That doesn't add much to the overall game. *Never Mind* failed right from the moment I loaded it up. It's too hard, too tedious and it's repetitive. A poor example of a puzzler.

Mark Patterson

Brings out the Fred Astaire in you.



Psygnosis
Price: £19.95

SOUND	**62%**
GRAPHICS	**68%**
PLAYABILITY	**52%**
LASTABILITY	**47%**

49%

NOW TAKEN VISA

Castle Software

DEPT C.U.1
CASTLE SOFTWARE
2 WILLIAM CLOWES STREET
BURSLEM
STOKE-ON-TRENT ST6 3AP
TEL: 0782 575043

CASTLE SOFTWARE — OFTEN IMITATED — NEVER BEATEN — PHONE US FOR SPECIAL OFFERS

C64 BIGGIES

Some items may not have been released. If in doubt please phone.

Passing Shot	3.95
Blasteroids	2.99
Batman the Movie	6.99
Beach Volley	6.99
Blood Wych	6.99
Yes Prime Minister	2.99
Cabal	6.99
Captain Fizz	6.99
Carrier Command	6.99
Dragon Spirit	6.99
Fire Power	6.99
Turbo Outrun	6.99
Sanxion	2.99
Laser Squad	6.99
Mr Heli	6.99
Garfield	3.95
Quarterback	6.99
Rainbow Island	6.99
Stunt Car	6.99
Weird Dreams	6.99
Xenophobe	6.99
Rack-em	2.99
Rick Dangerous	6.99
Forgotten Worlds	6.99
New Zealand Story	6.99
Dragon Ninja	6.99
Kick Off	6.99
Micro Prose Soccer	9.95

CLEARANCE JUST ARRIVED!

RETURN OF THE JEDI £3.95

GHOSTBUSTER II £6.99

BOMBUZAL £3.99

ENDURO RACER £1.99

KNIGHTMARE £1.99

DOUBLE DRAGON II £6.99

LEADER BOARDER £1.99

SIDEARMS £3.99

C64 SPECIALS

Bob's Full House	3.99
Football Director	1.99
Bionic Commando	2.99
Freddy Hardest	2.99
Enduro Racer	1.99
Street Fighter	2.99
Blood Brothers	1.99
Lords of Midnight	1.99
Starglider	2.75
Indiana Jones	1.99
Ikari Warriors	3.99
Black Lamp	1.00
Captain Blood	2.99
Super Wonderboy	6.99
APB	6.99
Vigilante	6.99
Chase HQ	6.99
Hard Drivin	6.99
Netherworld	2.99
Annuls of Rome	3.99
Pegasus Bridge	3.99
Sorcerer Lord	3.99
Road Wars	2.99
Skate Crazy	2.99
Cybernoid II	2.99
Gauntlet 2	2.99
Top Fuel Challenge	1.00
Flintstones	2.99
Vixen	1.00

C64 SPECIALS

Eagles	1.99
Time Fighter	1.99
Saboteur	2.99
Grand Prix Selection	3.99
Double Dragon II	6.99
Time & Magik	3.99
Biggles	1.00
Toobin	6.99
Sigma 7	7.99
Eliminator	2.99
Dynamite Dux	6.99
Blood Brothers	1.99
Traz	1.99
Hysteria	1.00
Magnetron	1.00
Basket Master	1.99
Frankenstein	2.99
Slaine	2.99
Dandy	.75
Rockford Riot/Bolderdash	1.99
Supersports	2.99
Side Walk	2.99
Four Soccer Sins	3.99
Game Over II	2.99
Que Dex	3.99
Army Moves	1.99
Star Eggs	1.99
Rygar	1.00
Soldier of Light	2.99

C64 SPECIAL OFFERS BACK IN STOCK

CHART BUSTERS
Ghostbusters, FA Cup Football, Agent x 2, Kane, LA Swat, Ninja Master, Rasputin, Olli and Lisa, Ricochet, Zolx, Way of the Exploding Fist, Dan Dare, Formular 1 Sim, Brian Jacks Superstar Chall, Tall Ceti, I Ball, Ball Patroll, Thrust, Harvey Headbanger, War Cars

SPECIAL PRICE 4.99 FOR ALL 20 GAMES!

MEGA MIX
BARBARIAN II
DRAGON NINJA
OPERATION WOLF
REAL GHOSTBUSTERS

SPECIAL PRICE £10.95

"HAPPY NEW YEAR FROM CASTLE"

Please state 64 or Amiga in all orders.

All orders under £6 please add 75p towards p&p. All orders over £6 p&p is free.

NOW'S THE TIME TO BUY

AMIGA SPECIAL OFFERS

North And South	15.99
Shadow of the Beast	24.95
Power Drift	15.95
Chase HQ	15.95
Toobin	13.99
Bomber	15.95
Sim City	21.95
Vigilante	9.95
Waterloo	15.95
Star Command	23.95
Lancaster	13.95
Grand Prix Circuit	16.95
Ghostbusters 2	16.95
Bloodwych	15.95
Beach Volley	16.95
Operation Thunderbolt	16.95
Rally Cross Chall	13.95
Falcon Mission Disc	13.95
Populous Scenery Disc	7.99
New Zealand Story	15.95
Stunt Car Racer	15.95
F16 Combat Pilot	15.95
Kick Off	12.99
On Slaught	15.99
Grid Iron	15.99
Altered Beast	15.95
Kick Off Extra Time	7.99
Silent Service	17.99
Blood Money	15.99
Interphase	14.99

AMIGA SPECIAL OFFERS

Borrodfino	21.95
Switch Blade	13.99
Storm Lord	13.99
Omega	21.99
Battlechess	17.99
Cabal	16.95
Lombard RAC Rally	14.95
Postman Pat	7.99
Hard Drivin	15.99
Continental Circus	13.95
Fighting Soccer	15.95
Strider	15.95
Grand Prix Master	13.95
Stellar Crusade	27.95
Turbo	13.95
Paperboy	13.95
The Untouchables	16.95
Xenon 2 Megablast	15.95
Batman The Movie	16.95
Galaxy Force	16.95
Falcon	18.95
Populous	16.95
Robocop	16.95
Targhan	15.95
Honda RVF	15.95
Commando	13.99
Shinobi	13.99
F29 Retaliator	16.99
Space Quest 3	19.99
Future Wars	15.99

AMIGA SPECIAL OFFERS

Battle Squadron	15.99
Ferrari Formula 1	16.99
Lazer Squad	15.99
Saint and Greavsey	6.99
Roger Rabbit	8.99
Rocket Ranger	9.99
Joe Blade	4.99
Joe Blade II	4.99
Fast Lane	10.95
Take 'em Out	9.95
Dominator	5.99
Street Fighter	5.99
Road Blaster	5.99
Into Eagles Nest	4.99
Ice Hockey	3.99
Hollywood Poker	4.99
Sub Battle Sim	9.99
Custodian	5.99
Turbo Cop (+ Car)	7.99
Jinxter	9.99
Led Storm	5.99
Butcher Hill	4.99
Pacland	7.99
R Type	8.99
Peter Beardsley's Soccer	6.99
Space Quest 2	9.99
Time Scanner	7.99
Craps Academy	4.99
Space Quests 1	9.99
Phantom Fighter	4.99

AMIGA SPECIAL OFFERS

World Class Leaderboard	7.99
GB Air Rally	4.99
Gold Rush	9.99
Drum Studio	4.99
Jug	5.99
Leather Necks	6.99
Football Manager 2	9.99
Soccer Supremo	6.99
Karting Grand Prix	3.99
Grid Start	3.99
Real Ghost Busters	8.99
Nether World	5.99
Flight Path 737	4.99
Corruption	9.99
Strip Poker 2+	7.99
Flintstones	4.99
IK+	7.99
Afterburner	9.99
Conflict Europe	12.99
Outrun	7.99
Fire Power	4.95
Foundations Waste	4.99
Leather Goddess	4.99
Police Quest	9.99
Warlocks Quest	4.99
Soldier of Light	7.99
Galactic Invasion	1.99
Willow	9.99
Solitaire Royal	4.99
Man Hunter in NY	9.99

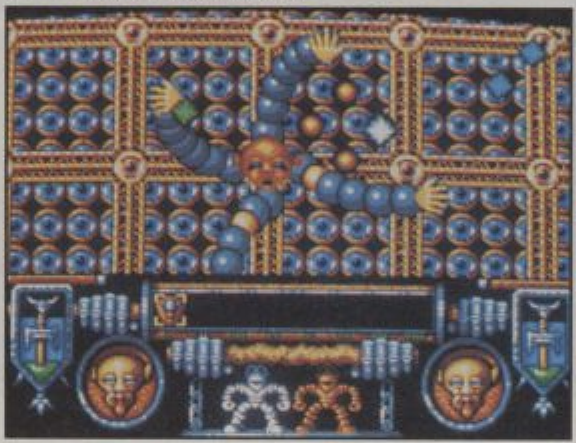
AMIGA SPECIAL OFFERS

Bards Tale	7.99
Pioneer Plague	4.99
3 Stooges	6.99
The Running Man	6.99
Gold Runner	4.99
Gold Runner 2	3.99
FM2 Expansion Kit	5.99
Power Stuggle	4.99
Tangle Wood	5.99
Super Wonderboy	15.99
Maniac Mansion	16.99
Fallen Angel	13.99
Paul Gascoigne's Soccer	15.99
Manchester United	15.99
Turbo Outrun	15.99
Swords of Twilight	16.95
Player Manager	13.95
Infestation	15.95
Damoclese	15.99
Double Dragon 2	14.99
The Untouchables	16.99
Lost Patrol	16.99
Pirates	15.99
Wierd Dreams	15.99
Hound of Shadow	17.95
Tusker	15.95
Red Storm Rising	10.95
Dogs of War	13.99
Iron Lord	16.95
Thunderbirds	9.99

Oh, oh, it's trouble.



The mind duel commences.



ONSLAUGHT



Out on the battlefield.

Onslaught is a pretty strange game. Combining strategy, arcade and *Dungeons and Dragons*, with the odd *Cybernoid*-style element, it makes for a somewhat disjointed, though enjoyable experience.

Your life is a simple one — kill, conquer, then kill a bit more. In effect you are a one man army who is suddenly struck by the idea of ending all the wars that ravage his homeland. Basically you do this by bumping off people who do not share your point of view.

The opening section displays a map with the enemy territory marked. Opposing groups worship separate gods, and they act accordingly, for instance worshippers of the boar ride on the backs of hogs. Choose who you want to attack and you're transported to their stronghold. Now all you have to do is kill as many people as possible and collect the enemy's battle standard, which is located at the end of the level. It's a bit like playing a mediaeval game of skirmish.

Because it's only you against an army you do receive some magical help and extra weapons to collect. Naturally there's a catch, and each weapon has only a limited number of uses, and only eight can be carried at any one time. This leads to a lot of confusion and delay as you run out of one weapon, then waste a couple of seconds fiddling with the joystick selecting a new one, only to get murdered before you can use it. Fortunately there's a trainer mode which instructs the computer to select weapons for you.

When you've captured his land do battle with the opposing leader. This involves you (now in the shape of a hand) spinning round him blasting him from all sides. Then you can plan your next move and proceed to take over the whole of the country.

The colours in this game are grossly over the top. A few of the explosions look like the ones in *Cybernoid*, but it doesn't seem to matter and along with its Maniacs of Noise soundtrack and its lasting gameplay, *Onslaught* is furious fun and addictive. Check it out.

Mark Patterson

Hewson
Price: £24.99

SOUND	**82%**
GRAPHICS	**78%**
PLAYABILITY	**83%**
LASTABILITY	**79%**

81%

A COMPILATION TO BEAT ALL COMPILATIONS

SEGA® **THUNDERBLADE™**

Hold on to your stomachs, unscramble your brains for the journey of a lifetime in the most advanced Helicopter gunship ever conceived.

L.E.D. STORM™ CAPCOM™

The road race game of the year, puts you in control of a high powered futuristic vehicle through nine fast, furious and hazardous stages.

ATARI® GAMES

MIRRORSoft **BLASTEROIDS™**

Battle your way through Sectors and Galaxies riddled with asteroids and deadly enemy ships.

INDIANA JONES™

Indy's quest is to recover the sacred and powerful SANKRA STONE and free the enslaved children of MAYAPORE. Only you can help him!

IMPOSSIBLE MISSION II™ EPYX

One of Epyx's all time greats. The evil Elvin Atombender is back in power. Your mission – infiltrate and nutralize his five tower strongholds.



THE CHAMPION OF... ...GAMES COMPILATIONS

U.S. GOLD®

The greatest names with the greatest games together in one mind-blowing compilation so you can see why we've called it WINNERS.

CBM 64/128 SPECTRUM 48/128K & AMSTRAD
CASSETTE & DISK
AMIGA & ATARI ST (Excluding Temple of Doom)

"WINNERS DO IT FROM THE FRONT!"

U.S. Gold Ltd, Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 625 3388.



Down in the sewer.



Meet the team.

GHOSTBUSTERS II

It's been five years since the Ghostbusters saved New York by bubbling a 100 foot marshmallow man and blowing the top three floors off an uptown high rise. Since then we've had countless spin-offs in the shape of cartoons and coin-ops. Now in the sequel we find that the citizens of New York believe that they had been the victims of a colossal hoax. The Ghostbusters now earn their living hiring themselves out for parties, running occult bookshops and appearing on TV shows.

Dana Barrett has returned to live in the city with her baby, Oscar. Then, as she walks through New York, Oscar is snatched by invisible hands and narrowly escapes death on the road. There's something strange in the neighbourhood, who you gonna call? . . .

Ghostbusters II is designed around three sequences from the film. First you must guide a ghost-buster down an airshaft in order to collect a sample of slime. You must swing left and right on a rope to avoid assorted ghosties and collect useful items from the edge of the shaft. A courage meter drops each time you come into contact with the ghosties.

Next comes the race down Broadway. Having enlisted the help of the Statue of Liberty you must shoot ghosts to stop them attacking the Statue or the citizens. If you don't make it to the Museum of Art before the New Year then Oscar gets it.

Finally you take control of each ghostbuster as he abseils down the museum in an attempt to save Oscar and destroy Vigo the Carpathian.

More often than not film tie-ins make pretty awful computer games, not so with *Ghostbusters II*. The graphics are large and detailed as well as being very varied and nicely animated. Colour is used to good effect and not only enhances the graphics but also gives the game atmosphere.



A portrait of Vigo in the art museum.

There are plently of digitised sound effects in each level and lots of music as well (including the inevitable *Ghostbusters* theme tune).

Every level is like a different game, all three of which are extremely playable and beautifully presented. Although each level is easy to get into it takes plenty of practice before you can finish any.

My only gripe is the awful loading system, the whole thing is reloaded every time you start, creating annoyingly long gaps between games.

All in all, a game that will appeal to almost everyone.

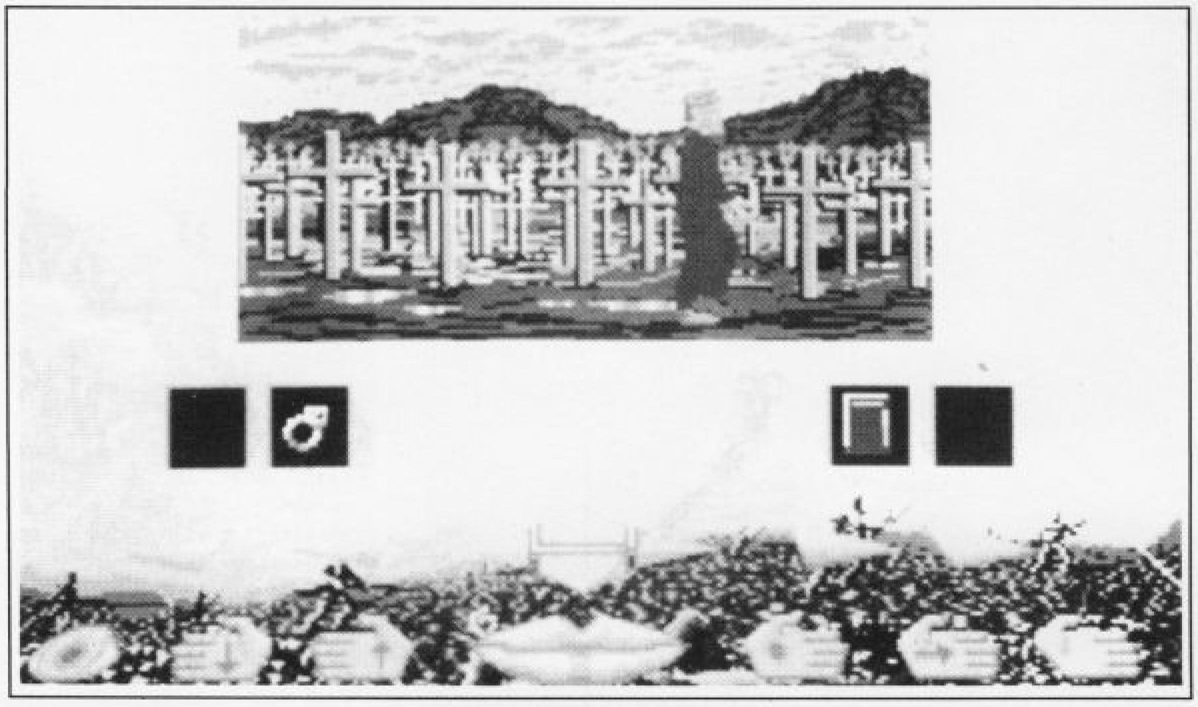
Mark Mainwood

Activision
Price: £24.95

GRAPHICS	**86%**
SOUND	**80%**
PLAYABILITY	**85%**
LASTABILITY	**84%**

84%


WARP
AVAILABLE ON:
AMIGA £24.99
ATARI ST £19.99
WARP
Destroy the energy stations in this action filled shoot-em-up. At the end of each completed level you must guide your craft through the warp tunnel, a 3D flight sequence, to reach the next, higher level. You will need strength, planning and strategy in order to find the maps, energy dumps as well as a host of other features.
Fantastic sound and original animation sequences.
ATARI ST
AMIGA
THALION
GRANDSLAM
THALION
stein



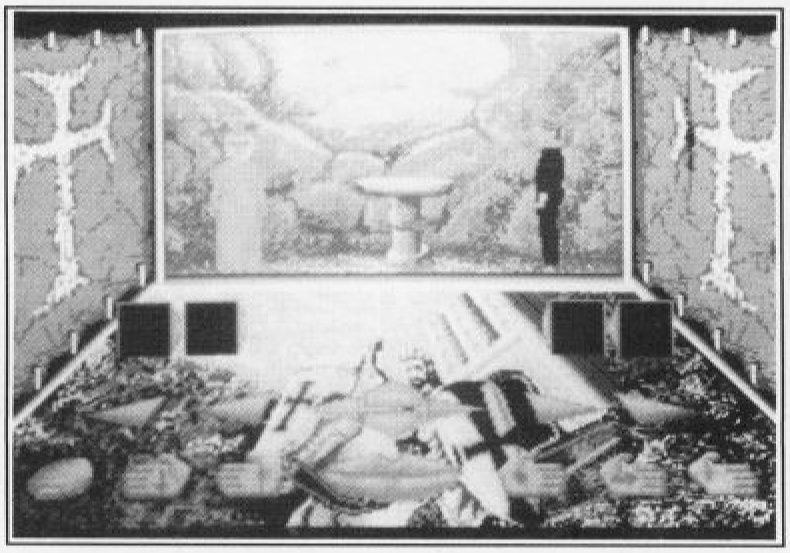
Take a stroll through the graveyard.

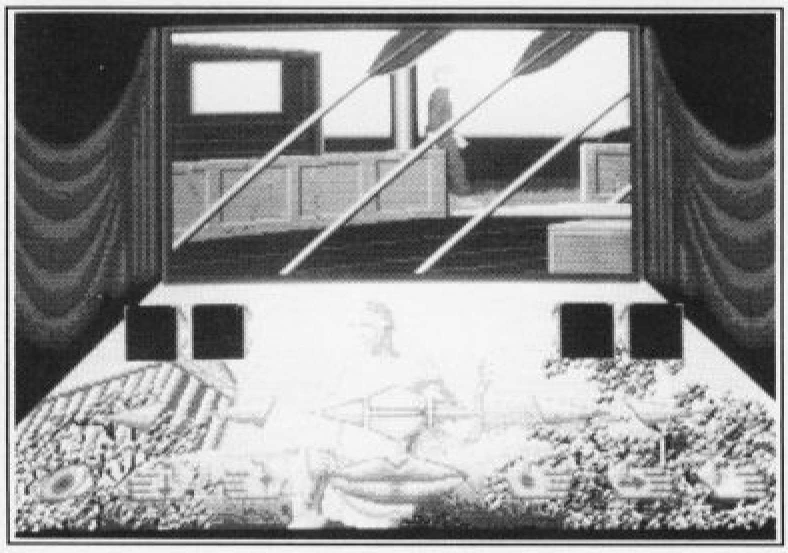
TIME

The year is 2047 and you have been summoned to the Historisat satellite which is orbitting the Earth. As the game starts that is all you know but you will soon discover that a scientist has seen the future and only you can save mankind. A prototype android, called Mek, will mutate and start to replicate, eventually destroying all but a few members of the human race.

As the leading Mektech in the galaxy it's up to you to destroy the mutant. In order to do this you must find the five time machines on the satellite and travel back in time. You must collect five pieces of amulet from powerful people from history including Merlin, Leonardo da Vinci, Florence Nightingale, Caesar and Confucious. I can see a case for four of these characters, but Florence Nightingale?

It's been ages since I've seen a good arcade adventure on the Amiga and *Time* fits the gap nicely. Control is via the mouse, instructions to your agent, Hillman Hunter, are given by clicking on various icons at the bottom of the screen. The action is viewed in a small window just above the icons. It's easy enough to enter commands but at times the mouse can be a little unresponsive. I think the whole system could have been much improved by using a joystick and a few keys.





There are a large selection of characters with whom you must interact if you are to make any progress, some of which must be won over with gifts whilst others who should be avoided like the plague.

There are just over forty locations in the game, each of which scrolls horizontally; there's not an enormous playing area but believe me, you'll be thankful when you attempt some of the devious problems.

The graphics in *Time* suit their purpose but they're not especially dramatic, especially when compared to games like *Future Wars*. It would have been nice to see just a little more effort put into the characters. Having said that, the backdrops are excellent, occasionally featuring some nice little touches like the space shuttle landing.

Sound is very limited, a short tune plays before the game starts but after that there are very few effects at all, and what there is isn't up to much.

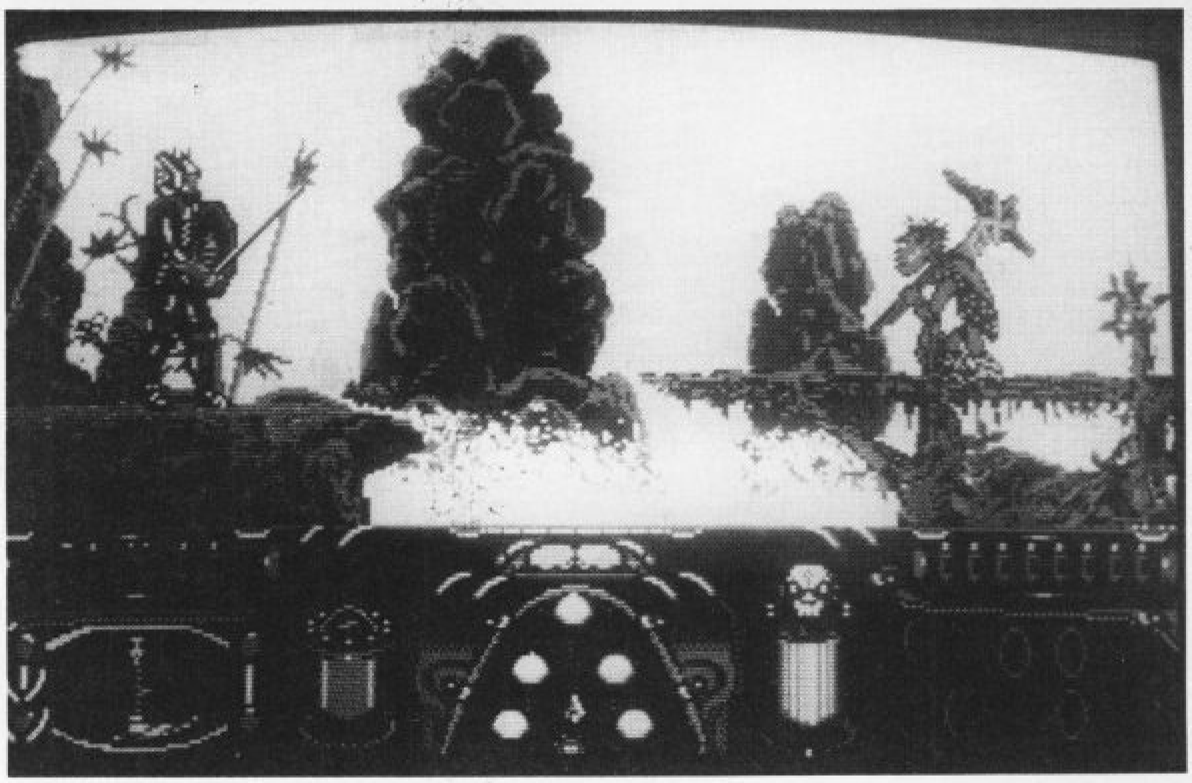
Time is a game that arcade adventure fans will be able to get their teeth into and chew on for many months but you really must be a fan to fork out the ridiculous price of thirty quid.

Mark Mainwood

EMPIRE
Price: £29.95

SOUND	**50%**
GRAPHICS	**72%**
PLAYABILITY	**72%**
LASTABILITY	**79%**

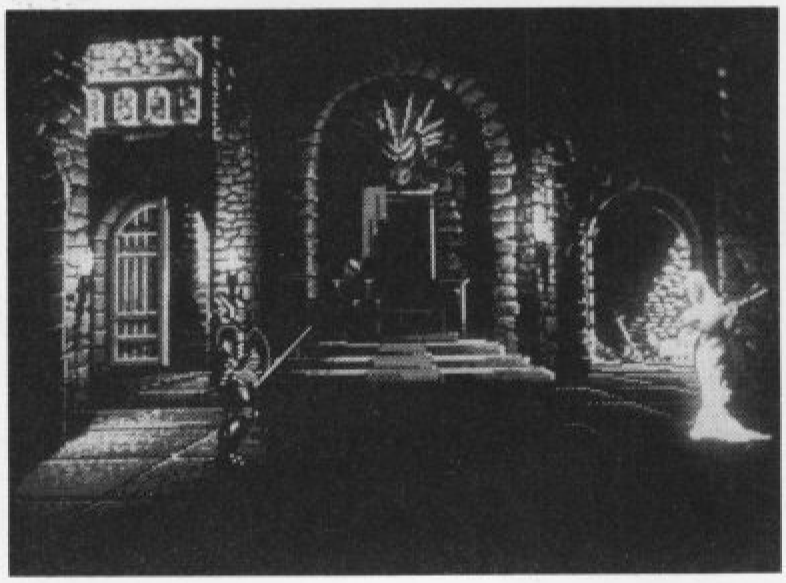
76%



Fie, fum, it's a troll.

KNIGHT FORCE

On this planet, thousands of years ago, lived a nation of superior intelligence who had the secret of time travel; but only Helias, the master of the kingdom of Belloth, had the power to use it. Helias knew, however, that the secret could die with him so he set about teaching the Knight of Thunder the powerful force.



Just in time for a madrigal.

When Helias died, the Knight of Thunder was left with a taxing situation. Princess Tanya had been kidnapped by the sorcerer, Red Sabbath, who intended to trap the Knight of Thunder and learn the secret of time travel. The only way to destroy Red Sabbath was to visit the five time zones and construct the amulet of power. All absolute drivel, of course, and an excuse for a bit of horizontal bashing.

You take the role of the Knight of Thunder (well, what else did you expect?) and the idea is to travel to the various time zones and kill the enemy that holds the amulet. You must travel through pre-history, the streets of old Versailles to modern day New York, the future and the mystical zone to complete your quest and save Princess Tanya.

Graphics are exceptional all the way through. There are some really stunning backdrops and, of course, the different time zones means lots of variety. The characters are very large and well defined, there's plenty of detail and some pretty nifty animation too! The only gripe I have is that everything is very dark which makes it difficult to appreciate the graphics and also adds a sombre, dull feel to the game.

Sound is nowhere near as good — although there are a fair selection of spot effects not may of them suit their purpose. Having said that the digitised effects (especially the laughter in the fantasy zone) are worth keeping an ear out for.

A sensible control system means that you can get straight into some serious bloodshed, unfortunately most enemies are susceptible to most offensive moves which removes any strategic element. Because of this and the very limited size of each time zone, *Knight Force* is very easy and you'll probably have it finished within a few days.

If you're looking for a good beat-'em-up to get your teeth into then steer clear. *Knight Force* has nothing like the staying power to justify the price.

Mark Mainwood

Titus
Price: £24.95

GRAPHICS	**87%**
SOUND	**65%**
PLAYABILITY	**64%**
LASTABILITY	**48%**

62%

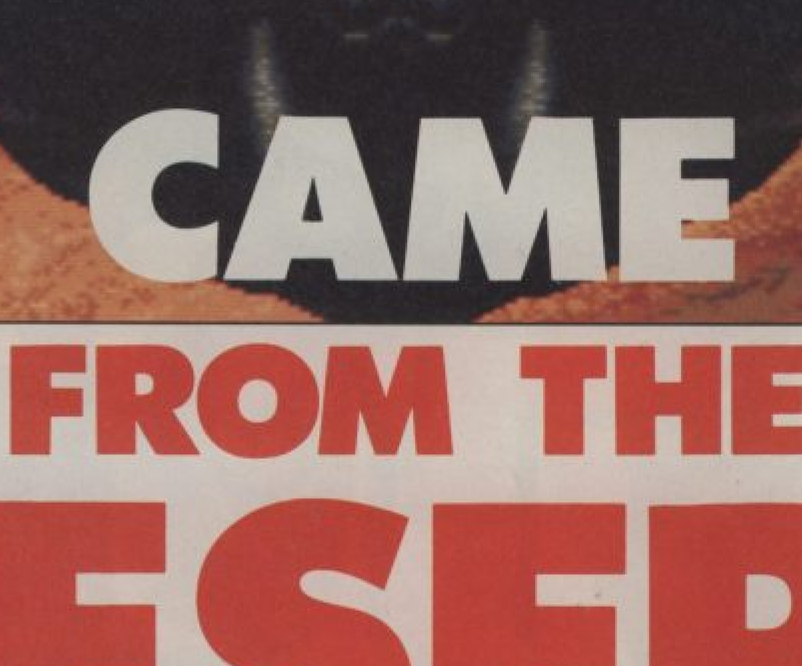

A GAME LIKE NO OTHER
MOONWALKER
MOONWALKER
Screen shots from Atari ST and Amiga, other versions may vary.
The World's No. 1 music star Michael Jackson, has channelled his energy and talent into making his first film. Now U.S. Gold present the home computer version of that film. Feel the rhythm in Club 30's, transform into a futuristic silver robot and ultimately beat the drug peddling MR BIG in the unique world of MOONWALKER™– a game like no other.
U.S. GOLD
CBM 64/128 & AMSTRAD Cassette & Disk
SPECTRUM 48/128K Cassette
ATARI ST • AMIGA • IBM PC
MICHAEL JACKSON™
MOONWALKER™
© Triumph International Inc. All Rights Reserved.
Licensed from Keypunch Software Inc. All Rights Reserved.
U.S. Gold Ltd, Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 625 3388.



That's too close for comfort!

IT CAME FROM THE DESERT

Expectations have been running high at the prospect of Cinemaware's third release of the year. The quality of their sports simulations and interactive movies has largely been responsible for taking gaming forward into a new era, and establishing a benchmark by which other software houses and the public test their releases.



Looks like the heat's on, and it's your house!

At the heart of Cinemaware's success is their belief that gaming should encourage players to plunge themselves into complete roles with the mood augmented by impressive sound and graphics. *It Came From The Desert* continues this approach by taking 50's B movie science fiction and creating a complete melodrama in which the player is the main protagonist. It works instantly.

The plot of *It Came From The Desert* is a hybrid of 'It Came From Outer Space' and the bug movie 'Them.' After a metiorite crashes in nearby mountains, the small town of Lizard Breath, California, is disturbed by bizarre events, disappearances and the appearance of huge killer ants — *pugonomyrex rugosus* to you. You play Doctor Greg Bradley, a geologist who rapidly becomes involved in a battle, first to persuade the authorities that the creatures exist, and then to stop them before they overrun the town.

The game begins at your ranch

Mirrorsoft/ Cinemaware
Price: £29.95





A meteorite crashes in the credits section at the beginning of the game.

house in the centre of town, with the visit of an old prospector, Geez, who drops some rock samples from the area where the meteorite fell. From this point on you're on your own, and you'll have to collect evidence of the insects, and formulate a plan of action by moving around the area, talking to the townspeople, looking for clues and most importantly, staying out of trouble. Confrontations with ants or the wrong kind of people can result in injury and lost time. Since you only have fifteen days before the ants strike, you need all the time you can get. Like any human though, you'll have to spend some of that time asleep.

You interact with the other characters and operate by selecting from a series of options which appear in boxes throughout the game. It's efficiently done, making the role playing/adventure side of the game painless and enjoyable. As usual Cinemaware have crammed every form of gaming in there. Strategy is ever present as you work your way through the game and battle the ants. Problem solving intermingles with elements from wargaming to adventuring.

Most importantly the arcade sections are there in force. They occur frequently and variously enough in the game to maintain their freshness. Confrontations with an ant usually result in mini shoot 'em ups in which you have a frighteningly short time to blow off both antennae to stop it from getting you, but a bizarre and often tongue in cheek array of activities await you from firefighting to a knife fight with the local redknecks. You'll have to navigate the plane for aerial reconnaissance and bombing runs, and even try and save time by escaping from hospital in a wheelchair in a hilarious *Gauntlet* pastiche.

It goes without saying that *It Came From The Desert* is extraordinarily polished. The sections all interlock fluently, whilst the graphics, as ever, are excellent. All the townsfolk you come into contact with appear as large animated stills, whilst the locations are authentically put together. The sound adds to this, with a suitably eerie tune for much of the time which changes as you visit other locations, for example to country rock at the bar and the radio station (KBUG), and hoe down violins at the various farmsteads dotted around the map.

I could tell you about there being over twenty locations, and how large amounts of the game play randomly, but you've probably got the picture by now — *It Came From The Desert* is Cinemaware's most complete game yet. All this and you get to see decent Americans terrorised too!

Mike Pattenden

That's your girlfriend. She's a DJ at KBUG and she gets jealous very easily.



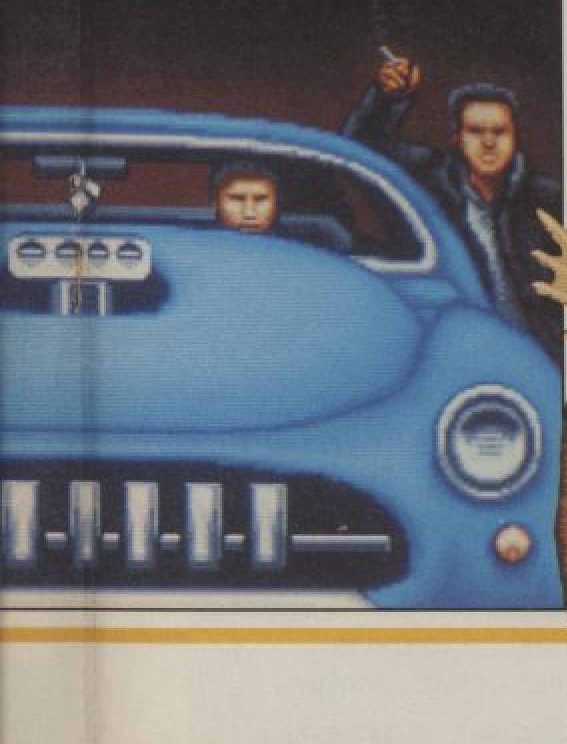
Take a spin in a plane to try and record the sounds of the ants.



The fortune teller is of dubious worth.



That's Ice's gang — are you any good with a knife?

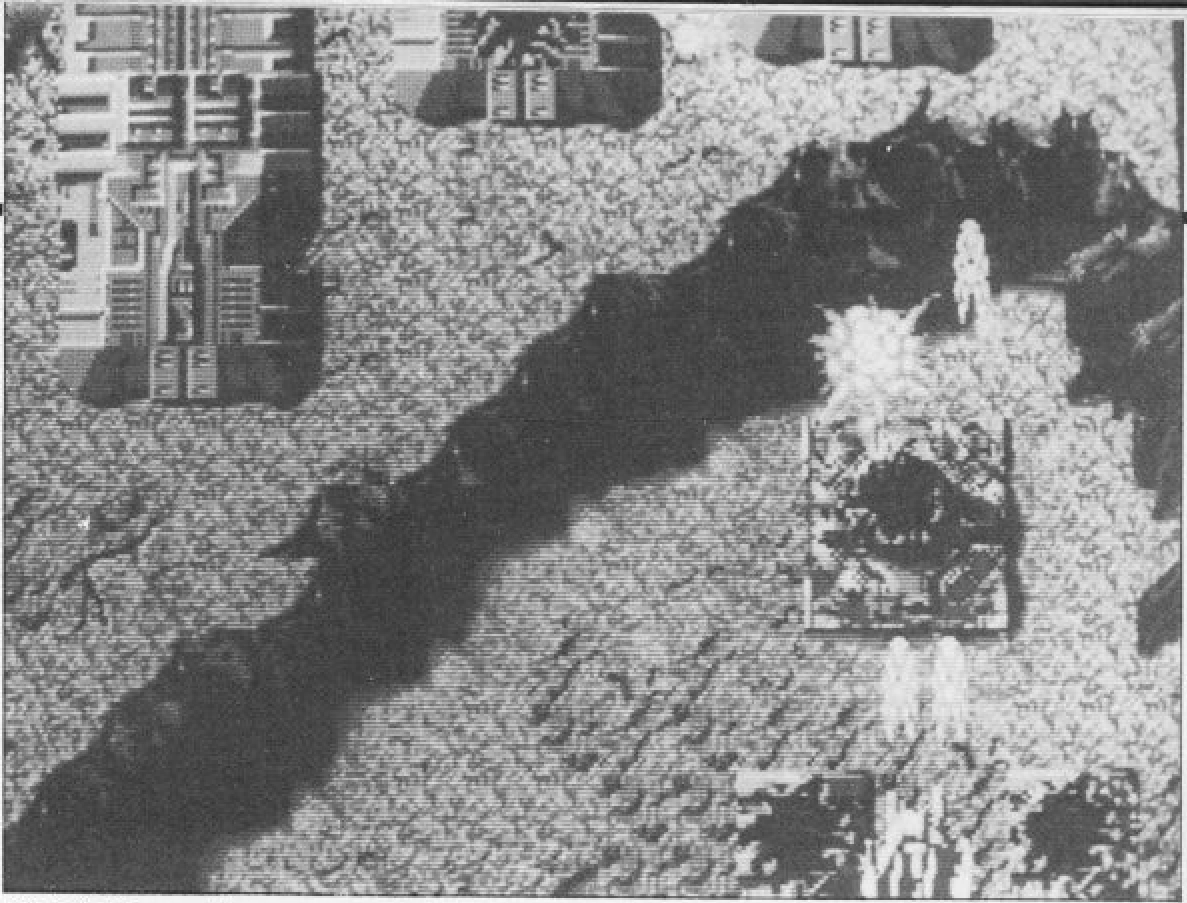




GRAPHICS 94%
SOUND 92%
PLAYABILITY 97%
LASTABILITY 95%

96%


ORIENTAL GAMES



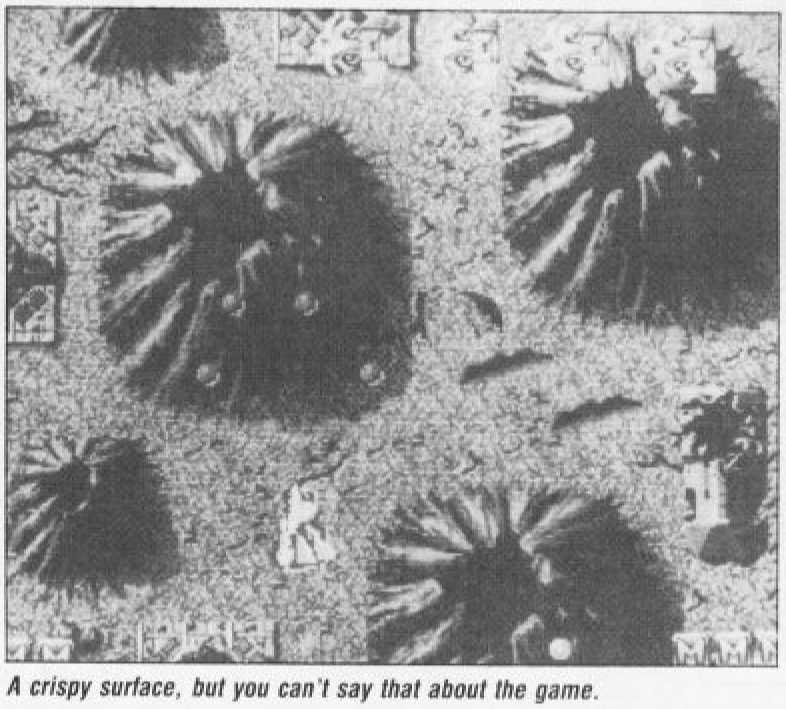
Spine-tingling graphics.

BATTLE SQUADRON

When arcades first had the nation in their grip, the sort of machines you expected to find were vertical scroller shoot'em ups. Since then hydraulics have been added, along with sophisticated programming techniques, though it's never been quite the same since.

So why, I wondered, would the programmers of *Hybris* decided to write a game using such an outdated style and then did a follow up the same way? Because its fun . . .

Battle Squadron resembles *Hybris* in the visuals and gameplay. You start with a small laser



A crispy surface, but you can't say that about the game.

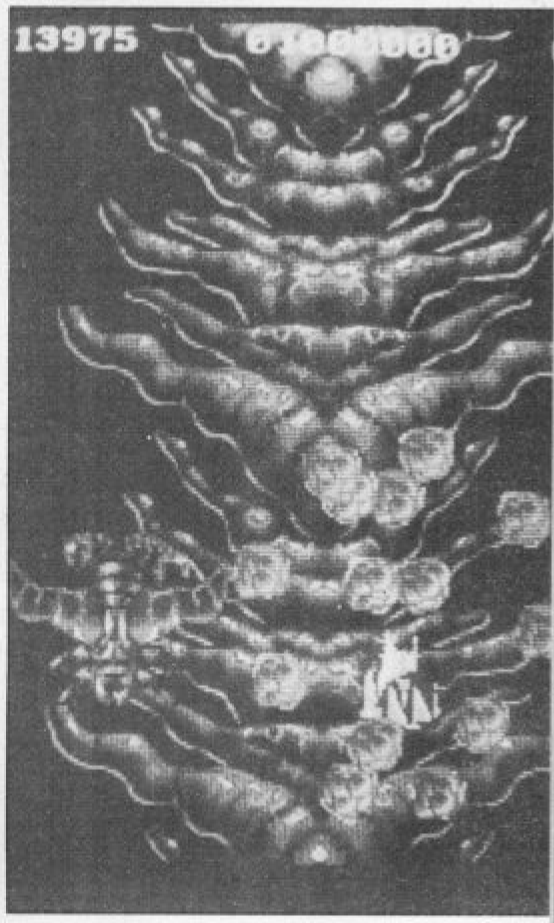
and three smart bombs. Shoot aliens, collects pods, and enhance your weapons. The weapons range from a standard laser, through multiple firing to side and diagonal blasts, with increasing power levels.

Further on up the level Enter Here signs appear, allowing access to the planet's core, and ultimately the guardian. In the instructions you are advised to remain top-side until you've built up your ship's weapons. Sound advice, for once you're inside the planet the aliens seem to be a lot larger and tougher to kill. And just when you thought you'd trashed the guardian you realise that it wasn't him at all, just something big that happened to be in the way.

Battle Squadron relies on one thing to make it a good game – fun. It's been a long time since my hand has actually ached from pounding the fire button, and my eyes hurt from constant monitor exposure.

The graphics are brightly coloured with a traditional array of aliens attacking, and few modern ones to boot. A nice airy tune accompanies the pounding spot effects, complimenting the game perfectly. In no way a classic, *Battle Square* is nevertheless a welcome relief from the constant battery of licences we seem to be receiving.

Mark Patterson



Errr, that's quite unremarkable.

European
Electronic Zoo
Price: £24.99

SOUND	**82%**
GRAPHICS	**81%**
PLAYABILITY	**76%**
LASTABILITY	**78%**

79%

WORLDWIDE SOFTWARE
1 BRIDGE STREET
GALASHIELS
TD1 1SW

BARCLAYCARD VISA

W🌍RLDWIDE ·SOFTWARE·

WORLDWIDE SOFTWARE
106A CHILWELL ROAD, BEESTON
NOTTINGHAM
NG9 1ES

Access

TITLE	AMIGA
APB	14.95
AIRBORNE RANGER	16.95
ALTERED BEAST	17.95
ASTERIX	16.95
AUSTERLITZ	17.95
AUSTRALIAN RULES F'BALL	14.95
AXELS MAGIC HAMMER	14.95
BAD COMPANY	16.95
BANKOK KNIGHTS	17.95
BARBARIAN 2 (PSYGNOSIS)	16.95
BARDS TALE 2	17.95
BARDS TALE	7.25
BATMAN THE MOVIE	17.95
BATTLEHAWKS 1942	17.95
BATTLETECH	17.95
BEACH VOLLEY	17.95
BLADE WARRIOR	17.95
BLOOD MONEY	16.95
BLOODWYCH DATA DISK	11.99
BLOODWYCH	17.95
BLUE ANGELS	17.95
BOMBER	22.95
BOXING MANAGER	14.95
BREACH	14.95
BRIDGE PLAYER 2000	14.95
BRIDGE PLAYER 2150 GALACTICA	21.95
CABAL	17.95
CARRIER COMMAND	16.95
CARTHAGE	16.95
CASTLE WARRIOR	16.95
CHARIOTS OF WRATH	16.95
CHASE HQ	17.95
CHESS PLAYER 2150	16.95
COLOSSUS CHESS X	16.95
COMMANDO	14.95
CONFLICT IN EUROPE	17.95
CONTINENTAL CIRCUS	14.95
DAMOCLES	16.95
DARK CENTURY	16.95
HILLSFAR	17.95
DAY OF THE PHAROAH	16.95
DAY OF THE VIPER	16.95
DE LUXE SCRABBLE	14.95
DEBUT	16.95
DEMONS TOMB	14.95
DEMONS WINTER	17.95
DOGS OF WAR	14.95
DOUBLE DRAGON 2	14.95
DR DOOMS REVENGE	17.95
DRAGON SPIRIT	14.95
DRAGONS OF FLAME	17.95
DRAKKHEN	21.95
DRIVIN FORCE	16.95
DUNGEON MASTER 1 MEG	16.95
DUNGEON MASTER EDITOR	7.99
DYNAMIC DEBUGER	17.95

TITLE	AMIGA
DYNAMITE DUX	17.95
ELITE	16.95
EXECUTIONER	16.95
EXTRA TIME (KICK OFF)	7.99
EYE OF HORUS	16.95
F16 COMBAT PILOT	16.95
F16 FALCON	21.95
F16 FALCON MISSION DISK	14.95
F29 RETALIATOR	17.95
FAST LANE	14.95
FERRARI FORMULA 1	17.95
FIENDISH FREDDIES BIG TOP	17.95
FIGHTING SOCCER	17.95
FIRE BRIGADE (1 MEG)	21.95
FIRST CONTACT	16.95
FLIGHT SIMULATOR 2	28.95
FOOTBALL DIRECTOR 2	14.95
FOOTBALL MANAGER 2	14.95
FOOTBALL MAN 2 EXP KIT	9.99
FOOTBALLER OF YEAR 2	14.95
FORGOTTEN WORLDS	14.95
FUN SCHOOL 2 (6–8)	14.95
FUN SCHOOL 2 (OVER 8)	14.95
FUN SCHOOL 2 (UNDER 6)	14.95
FUTURE WARS	17.95
GALAXY FORCE	17.95
GAMES SUMMER EDITION	17.95
GAZZAS SUPER SOCCER	16.95
GHOSTBUSTERS 2	17.95
GHOULS AND GHOSTS	17.95
GIN AND CRIBBAGE	22.95
GRAND PRIX CIRCUIT	17.95
GRIDIRON	16.95
GUNSHIP	16.95
HARD DRIVIN	17.95
HIGHWAY PATROL 2	16.95
HOUND OF SHADOW	17.95
INDY LAST CRUSADE ACTION	14.95
INDY LAST CRUSADE ADV.	17.95
INFECTION	4.99
INFESTATION	16.95
INTERCEPTOR	17.95
INTERPHASE	17.95
IRON LORD	22.95
IRON TRACKER	14.95
IT CAME FROM DESERT	21.95
IVANHOE	17.95
JACK NICKLAUS GOLF	16.95
JAPAN SCENERY DISK	14.95
JIG SAW	14.95
KEEF THE THIEF	17.95
KENNEDY APPROACH	16.95
K. DALGLISH SOCCER MNGR	14.95
KICK OFF	14.95
KILLING GAME SHOW	14.95
KINGDOM OF ENGLAND	16.95
KINGS QUEST TRIPLE PACK	26.95
KNIGHTFORCE	16.95

TITLE	AMIGA
LANCASTER	14.95
LASER SQUAD	14.95
LEISURESUIT LARRY 2	21.95
LEISURESUIT LARRY	17.95
LIFE AND DEATH	22.95
LIGHT FORCE	17.95
LOMBARD RAC RALLY	16.95
LORDS OF RISING SUN	21.95
LOST PATROL	17.95
MANIAC MANSION	17.95
MATRIX MARAUDERS	14.95
MICROPROSE SOCCER	16.95
MINDBENDER	14.95
MOONWALKER	14.95
MR HELI	16.95
MURDER IN VENICE	17.95
MYTH (SYSTEM 3)	17.95
NEUROMANCER	17.95
NEVER MIND	14.95
NEW ZEALAND STORY	17.95
NORTH AND SOUTH	16.95
OIL IMPERIUM	16.95
OMEGA	21.95
OMNI HORSE RACING	17.95
OMNI PLAY BASKETBALL	17.95
ONSLAUGHT	17.95
OOZE	16.95

TITLE	AMIGA
RICK DANGEROUS	17.95
RISK	14.95
ROBOCOP	17.95
ROCK N ROLL	14.95
RVF	16.95
SCAPEGHOST	16.95
SHADOW OF THE BEAST	28.95
SHINOBI	14.95
SHOOT EM UP CONST KIT	22.95
SHUFFLEPACK CAFE	14.95
SILENT SERVICE	16.95
SILKWORM	14.95
SIM CITY (1 MEG)	21.95
SKIDZ	14.95
SLEEPING GODS LIE	16.95
SPACE ACE	34.95
STAR BLAZE	14.95
STAR COMMAND	17.95
STAR WARS TRILOGY	17.95
STARFLIGHT	17.95
STELLAR CRUSADE	27.95
STORMLORD	17.95
STRIDER	17.95
STRYX	14.95
STUNT CAR RACER	16.95
SUPER LEAGUE SOCCER	16.95
SUPER QUINTET	16.95

CREDIT CARD ORDER TELEPHONE LINES

South, Midlands Wales	Overseas	North, Scotland
0602 252113 (24 hr)	Nottingham	N. Ireland
0602 2253368	225368	0896 57004 (24 hr)

OPERATION THUNDERBOLT	17.95
OPERATION WOLF	16.95
OUTLANDS	14.95
P47	16.95
PAPERBOY	14.95
PICTIONARY	17.95
PINBALL MAGIC	17.95
PLAYER MANAGER	14.95
POLICE QUEST	17.95
POPULOUS PROMISED LANDS	7.99
POPULOUS	17.95
POWERDRIFT	17.95
POWERDROME	17.95
PREMIERE COLLECTION	21.95
PRO TENNIS TOUR	17.95
QUARTERBACK	14.95
QUARTZ	17.95
QUEST FOR TIME BIRD	17.95
RAINBOW ISLANDS	16.95
RAINBOW WARRIOR	16.95
RALLY CROSS CHALLENGE	14.95
REACH FOR THE STARS	17.95
RED LIGHTNING	22.95
RED STORM RISING	16.95

SUPER WONDERBOY	17.95
SWITCHBLADE	14.95
SWORD OF SODAN	17.95
SWORDS OF TWILIGHT	17.95
TANK ATTACK	16.95
TARGHAN	16.95
TERRYS BIG ADVENTURE	11.20
TEST DRIVE 2 CALIF CHALL	11.20
TEST DRIVE 2 SUPERCARS	11.20
TEST DRIVE 2 THE DUEL	17.95
TIME	21.95
TINTIN ON THE MOON	16.95
TOOBIN	14.95
TOWER OF BABEL	16.95
TRACK ATTACK	17.95
TRACKSUIT MANAGER	14.95
TRIAD 2	16.95
TRIP A TRON	26.95
TRIVIAL PURSUIT GENIUS	14.95
TURBO OUTRUN	17.95
TUSKER	17.95
U M S 2	16.95
US GOLD GIANTS	21.95
ULTIMATE DARTS	14.95

TITLE	AMIGA
ULTIMATE GOLF	17.95
UNTOUCHABLES	17.95
VULCAN	14.95
WATERLOO	17.95
WAYNE GRETZKY HOCKEY	17.95
WEIRD DREAMS	16.95
WILD STREETS	16.95
WINNERS US GOLD	22.95
XENOMORPH	17.95
XENON 2 MEGABLAST	17.95
XENOPHOBE	16.95
ZOMBI	17.95

****

512K EXPAN. + DUNGEON MASTER 89.99
10 x 3.5" BLANK DISK 9.95

****

TITLE	C64 CASS	C64 DISK
100% DYNAMITE	10.50	13.00
ALTERED BEAST	6.90	9.90
BATMAN THE MOVIE	6.90	9.90
BATTLECHESS	—	11.20
BEACH VOLLEY	6.90	9.90
BLOOD MONEY	6.90	9.50
BLOODWYCH	6.90	9.90
BOMBER	10.50	13.99
BOXING MANAGER	6.90	9.00
BUSHIDO	6.90	9.00
CABAL	6.90	9.90
CHAMBERS OF SHAOLIN	6.90	9.90
CHAMPIONSHIP GOLF	6.90	—
CHASE HQ	6.90	9.90
CHESSMASTER 2000	—	9.90
COIN OP HITS	10.50	13.00
CONTINENTAL CIRCUS	6.90	9.90
CURSE OF THE AZURE BOND	—	17.95
DARK FORCE	9.99	13.50
DOUBLE DRAGON 2	6.90	9.90
DR DOOMS REVENGE	6.90	9.90
DRAGON SPRIT	6.90	9.90
DRAGON WARS	—	11.90
EYE OF HORUS	6.90	0.90
FIGHTING SOCCER	6.90	9.90
FIRST OVER GERMANY	—	19.95
FOOTBALLER OF YEAR 2	6.90	10.50
FORGOTTEN WORLDS	6.90	9.90
GALDREGONS DOMAIN	6.90	9.90
GAZZAS SUPER SOCCER	6.90	9.90
GHOSTBUSTERS 2	6.90	9.90
GHOULS AND GHOSTS	6.90	9.90
GRAND PRIX CIRCUIT	6.90	11.99
HARD DRIVIN	6.90	9.00
HEROES OF THE LANCE	6.90	9.90
INDY LAST CRUSADE	6.90	9.90
IRON LORD	6.90	11.20
JOHN MADDEN FOOTBALL	—	11.99
KENNY DALGLISH MANAGER	6.90	9.90
KICK OFF	6.90	9.90
KNIGHTFORCE	6.90	9.90
LASER SQUAD	6.90	9.90
MAZE MANIA	6.90	9.90
MICROPROSE SOCCER	6.90	9.90
MOONWALKER	6.90	9.90
MYTH (SYSTEM 3)	6.90	9.90
NEW ZEALAND STORY	6.90	9.90
OIL IMPERIUM	—	9.90
OMEGA	—	13.99
OPERATION THUNDERBOLT	6.90	9.90
P47	6.90	9.90
PLAYER MANAGER	6.90	9.90
POWER DRIFT	6.90	9.90
PROJECT STEALTH FIGHTER	10.85	14.95
QUARTERBACK	6.90	9.90
RAINBOW ISLANDS	6.90	9.90
RALLY CROSS CHALLENGE	6.90	9.90
ROBOCOP	6.90	9.90
ROCK N ROLL	6.90	9.90
SHINOBI	6.90	9.90
SILKWORM	6.90	9.90
SIM CITY	—	9.90
SOCCER SQUAD	6.90	9.90
SPACE ROGUE	—	13.99
STAR WARS TRILOGY	9.90	13.50
STARFLIGHT	—	11.99
STEEL THUNDER	—	13.99
STRIDER	6.90	9.90
STUNT CAR	10.50	16.95
SUPER LEAGUE SOCCER	6.90	—
SUPER QUINTET	6.90	9.90
SUPER WONDERBOY	6.90	9.90
SUPERCARS TEST DRIVE 2	—	9.90
TEST DRIVE 2	—	13.50
THALAMUS HITS	9.50	13.50
THE CHAMP	6.90	9.90
TOLKIEN TRILOGY	9.90	13.50
TOOBIN	6.90	9.90
TRACKSUIT MANAGER	6.90	—
TREBLE CHAMPIONS	6.90	—
TURBO OUTRUN	6.90	9.90
ULTIMATE GOLF	10.50	13.99
UNTOUCHABLES	6.90	9.90
WINDWALKER	—	13.99
WINNERS US GOLD	10.50	13.00
XENOPHOBE	6.90	9.90

****

C64/128 DATASETTE UNIT 18.50

****

JOYSTICKS

CHEETAH 125 PLUS	6.95
QUICKSHOT TURBO	10.95
KONIX NAVIGATOR AUTOFIRE	14.99
SPEEDKING AUTOFIRE	10.99
ZIP STICK AUTOFIRE	14.95
COMPETITION PRO	12.95
COMPETITION PRO EXTRA	14.95

Europe (other than UK) shipping costs are:
£1.50 per disc for normal airmail
£2.50 per disc for express airmail

Please make cheques or postal orders payable to WORLDWIDE SOFTWARE.
All prices include postage and packing in UK.
ADVERTISED PRICES ARE FOR MAIL AND TELEPHONE ORDERS

Outside Europe shipping costs are
£2.00 per disc for normal airmail
£3.00 per disc for express airmail

TURBOSOFT

(DEPT 64 USER)
41 SOUTH STREET
LEIGHTON BUZZARD
BEDS LU7 8NT
MAIL ORDER ONLY
Tel: 0525 377974

IN CROWD
ONLY £10.99 disc £13.99
Barbarian, Gryzor, Last Ninja, Predator, Karnov Combat School, Target Renegade, Platoon

WINNERS
ONLY £9.99 disc £13.99
Thunderblade, Led Storm, Indy Jones & The Temple of Doom
Blasteroids, Impossible Mission II

100% DYNAMITE
ONLY £10.99 disc £13.99
Last Ninja II, Double Dragon with Kemans, Afterburner

SUPREME CHALLENGE
ONLY £4.99 disc £10.99
Elite, Ace, Sentinel, Starglider, Tetris

ZZAP SIZZLERS COLL VOL 1
ONLY £9.99 disc £11.99
Bionic Commandos, Dropzone, California Games, Solomon's Key, Impossible Mission 2

THALAMUS THE HITS
ONLY £9.99 disc £11.99
Hunter's Moon, Que-Dex, Hawkeye Armalyte, Delta, Sanxion

COMMODORE SPECIALS

DEFENDER OF THE CROWN	£3.99
FOOTBALL DIRECTOR	£2.99
TOP GUN	£2.99
CRAZY CARS	£2.99
TROLL	£1.99
RIMRUNNER	£2.99
CAULDRON II	£1.99
FOOTBALL MANAGER II	£4.99
RUNNING MAN	£4.99
PACLAND	£3.99
BOB'S FULL HOUSE	£4.99
AFTERBURNER	£4.99
THE TRAIN	£3.99
GAUNTLET	£2.99
STRIP POKER II +	£3.99
JACK THE NIPPER	£2.99
SHANGHAI	£3.99
FERNANDEZ MUST DIE	£3.99
BRIAN CLOUGH'S FOOTBALL FORTUNES	4.99
TIME + MAGIK	6.99
ANNALS OF ROME	4.99
TRIVIAL PURSUIT NEW BEGINNING	4.99
DARK CASTLE	4.99
TIVIAL PURSUIT	5.99
CHOBIA	4.99

TOP 20 COMMODORE

BATMAN THE MOVIE	£6.99
SHINOBI	£6.99
ROBOCOP	£6.99
STRIDER	£7.25
DYNAMITE DUX	£6.99
FIRST STRIKE	£6.99
RICK DANGEROUS	£6.99
EMLYN HUGHES INT SOCCER	£6.99
RENEGADE 3	£6.99
KICK OFF	£5.99
CITADEL	£6.99
CONTINENTAL CIRCUS	£5.99
POWERDRIFT	£6.50
CHASE HQ	£6.99
TURBO OUTRUN	£6.99
GHOSTBUSTERS II	£7.99
GAZZA'S SUPER SOCCER	£5.99
DOUBLE DRAGON II	£6.99
GHOULS 'N' GHOSTS	£6.99

TOP 20 AMIGA

XENON II	£16.99
F-16 COMBAT PILOT	£16.99
BOMBER	£19.99
FALCON MISSION DISC	£13.99
NEW ZEALAND STORY	£16.99
SHADOW OF THE BEAST	£24.99
BEACH VOLLEY	£16.99
BATMAN THE MOVIE	£16.99
DAMOCLES	£16.99
CONTINENTAL CIRCUS	£13.99
ALTERED BEAST	£16.99
CHASE HQ	£16.99
HARD DRIVIN	£13.99
STUNT CAR RACER	£16.99
GAZZA'S SUPER SOCCER	£15.99
SPACE ACE	£26.99
INDY JONES ADVENTURE	£16.99
DOUBLE DRAGON II	£13.99
GHOULS 'N' GHOSTS	£16.99
TURBO OUTRUN	£16.99

COMMODORE

Cabal	£6.99
Dragon Spirit	£6.99
3D Pool	£6.99
Treble Champions	£6.99
Altered Beast	£6.99
Tusker	£6.99
Super Wonderboy	£6.99
Untouchables	£6.99
Double Dragon	£6.99
Operation Thunderbolt	£6.99
Knight Force	£6.99
Airborne Ranger	£10.99
Gunship	£10.99
Quarterbay	£6.99
Stunt Car Racer	£10.99
F-16 Combat Pilot	£10.99
War in Middle Earth	£6.99
Colossus Chess 4	£6.99
Colossus Bridge	£9.99
Heroes of the Lance	£6.99
Dragon Ninja	£6.99
Red Heat	£6.99
Running Man	£4.99
Silkworm	£6.99
Saint & Greavsie	£6.99
Bomber	£9.99
A.P.B.	£6.99
Pools of Radiance	disc £14.99
Heroes of the Lance	disc £11.99
Hillsfar	disc £14.99
Curse of Azure Bonds	disc £19.99
Dragons of Flame	disc £14.99
Mr Heli	£6.99
Weird Dreams	£10.99
Brian Clough Football	£1.99
Beach Volley	£6.99
Rainbow Islands	£6.99
Myth	£6.99
Hard Drivin	£6.99
Laser Squad	£6.99

AMIGA

Battle Chess	£16.99
Dragon Spirit	£13.99
Cabal	£16.99
F-29 Retaliator	£16.99
Fast Lane	£16.99
Freddy's Big Top Fun	£16.99
Knight Force	£15.99
Laser Squad	£15.99
Power Drift	£16.99
Tusker	£16.99
Super Wonderboy	£16.99
Dynamite Dux	£16.99
Tin Tin on the Moon	£16.99
Verminator	£15.99
Weird Dreams	£15.99
Barbarian Psygnosis	£15.99
Ivanhoe	£16.99
Untouchables	£16.99
Neuromancer	£16.99
Lost Patrol	£16.99
Infestation	£15.99
Dungeon Master (IMEG)	£16.99
Dungeon Master Editor	£7.99
Chaos Strikes Back	£13.99
Collosus Chess	£16.99
Test Drive II	£16.99
Populus	£16.99
Populous: Promised Lands	£7.99
F-16 Falcon	£20.99
Double Dragon II	£13.99
Commando	£13.99
UMS II	£15.99
Rainbow Islands	£13.99
Wayne Gretzky's Hockey	£16.99
Strider	£16.99
Forgotten Worlds	£13.99
APB	£13.99
Shinobi	£13.99
Paperboy	£13.99
F16 Combat Pilot	£16.99

PLEASE MAKE CHEQUES & POSTAL ORDERS PAYABLE TO **TURBOSOFT.** ORDERS OVER £5 P&P FREE. UNDER £5 PLEASE ADD 50P PER ITEM.
EUROPE ADD £1 P&P
OVERSEAS ADD £1.50 P&P
N.B. PLEASE STATE MAKE OF COMPUTER & CASS OR DISC

PRECIOUS METAL
ONLY £16.99
Captain Blood, Xenon, Crazy Cars, Arkanoid II

PREMIER COLLECTION
ONLY £12.99
Exolon, Zynaps, Netherworld, Nabulus

COMPUTER HITS II
ONLY £8.99
Tetris, Black Shadow, Golden Path, Joe Blade

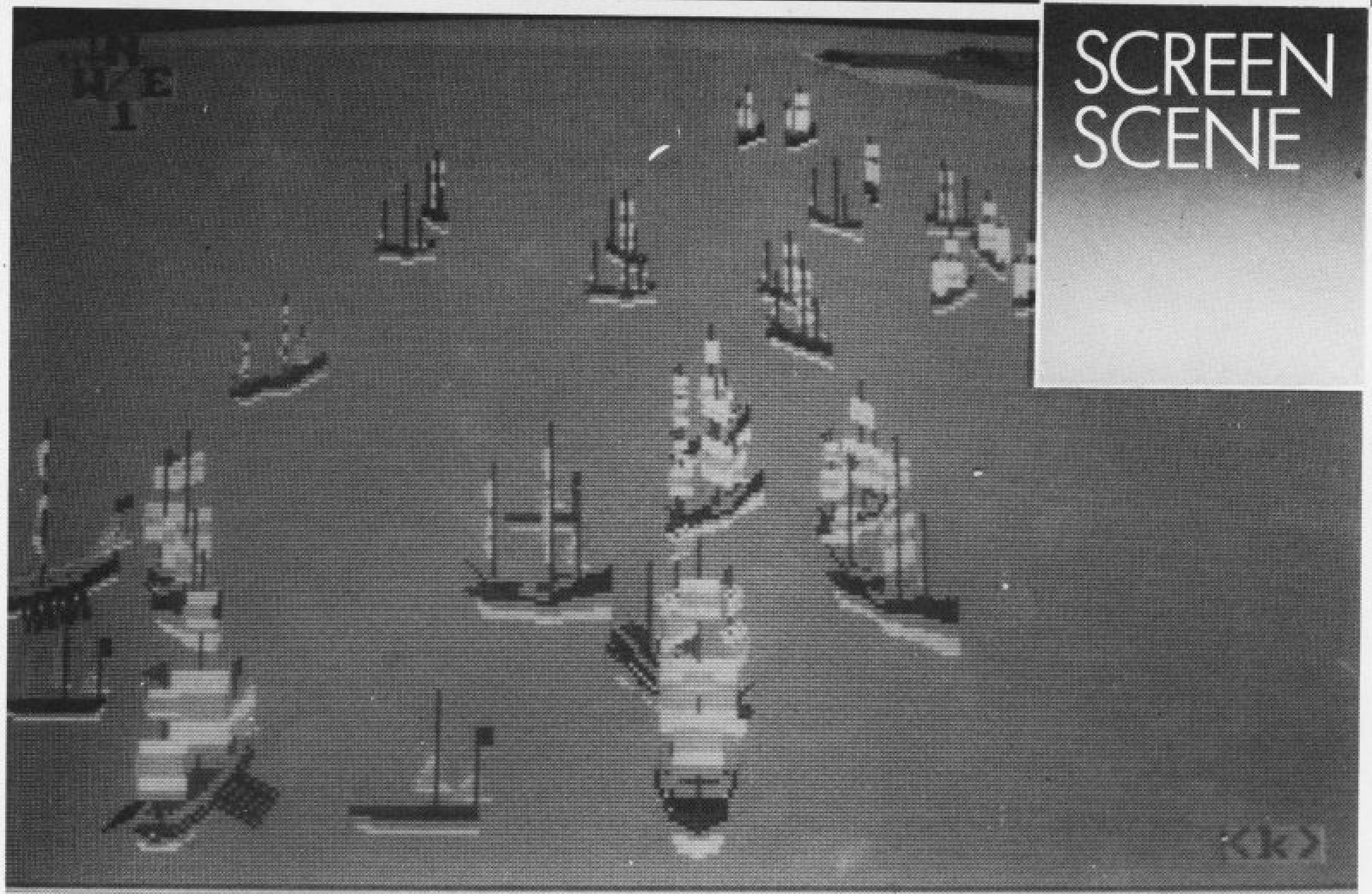
LIGHT FORCE
ONLY £16.99
R-Type, Voyager, Batman Caped Crusader 1K+

PREMIER COLLECTION II
ONLY £19.99
Mercenary
Custodian,
Eliminator, Backlash

HITS DISC 1
ONLY £9.99
Goldrunner, Slaygon, Jupiter Probe, Karate Kid II

AMIGA SPECIALS

OUTRUN	£6.99
LEADERBOARD	£6.99
MARBLE MADNESS	£7.50
STRIP POKER +	£5.99
BARD'S TALE	£7.50
KING OF CHICAGO	£7.99
INFECTION	£4.99
ALTERNATE REALITY	£5.99
CASINO ROULETTE	£3.99
BRIAN CLOUGH'S FOOTBALL FORTUNES	£6.99
FLINTSTONES	£4.99
ELIMINATOR	£5.99
BACKLASH	£3.99
TV SPORTS FOOTBALL	£12.99
BARBARIAN (PALACE)	£5.99
PACMANIA	£7.99
PACLAND	£7.99
CAPTAIN BLOOD	£6.99
OPERATION NEPTUNE	£7.99
FOOTBALL MANAGER II	7.99
HUNT FOR RED OCTOBER	9.99
KRISTAL	9.99
TRIVIAL PURSUITS NEW BEGINNING	7.99
THUNDERBIRDS	7.99
RUNNING MAN	7.99
SHADOWGATE	8.99
EMPIRE	7.99



Yo ho, it's men from Madrid.

ARMADA

In 1588 Spain was the World's superpower. With massive wealth brought across the Atlantic from the Caribbean, and an army that was widely regarded as the toughest and most efficient in Europe, few could stand in its way. It was certainly the only power that would consider an amphibious attack on a well populated and modern country, England, over 1,000 miles from a home port.

Spain was a Catholic country led by King Philip II whilst England was under the control of the Protestant Queen Elizabeth I. Usually Phil was a fairly tolerant sort of chap but when Elizabeth killed the Catholic Mary Queen of Scots he had to act. So, what do you do when someone you've never met before gets killed? Right, you send out a massive Armada to invade a country.

As in *Waterloo*, also programmed by this team, you can play the war from both points of view. If you choose to play the English you take the role of Lord Howard, the Spanish commander is Medina Sidonia. You have control over the whole fleet and it's up to you to secure victory for your country. the English also have control over the coastal stations.

The commands are entered in plain English statements, not the standard pseudo-menu options that appear in most strategy games. What's more, *Armada* has an extremely advanced parser, allowing you to enter some very complex commands. The only problem is that the user must get used to the syntax and this can take quite a while considering that one turn consists of up to thirty commands.

A three dimensional picture of your view is presented on the streen so you can see where the coast and enemy are relative to yourself. It's worth mentioning that although the game has been well researched there are a few important features missing, for example, you can't use fire boats and you can't commandeer enemy ships.

There is no sound whatsoever in the game — a nice nautical tune would have enhanced the often lengthy wait between goes.

Compared to the previous Arc wargames, *Armada* is more a new scenario than a new game. Then again, it's a hard task modifying an already successful game system.

Definitely release of the month for people who have experienced and enjoyed its predecessor.

Mark Mainwood

ARC
Price: £29.99

GRAPHICS	**84%**
SOUND	**n/a**
PLAYABILITY	**80%**
LASTABILITY	**82%**

81%

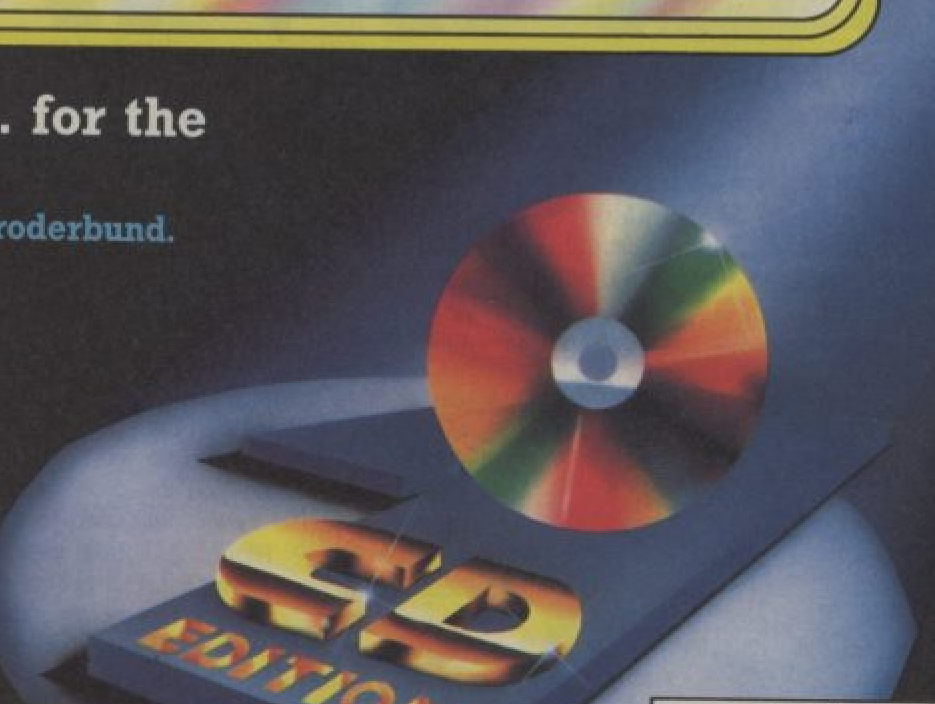
Did you ever imagine loading your C64 on C.D.



C.D. EDITION

10 Classic Games on C.D. for the Commodore 64.

DAVID'S MIDNIGHT MAGIC from Broderbund.
LEADERBOARD GOLF from Access.
MISSION ELEVATOR from Softgold.
IMPOSSIBLE MISSION from Epyx.
DROPZONE from U.S. Gold.
LODERUNNER from Broderbund.
SOLOMON'S KEY from U.S. Gold.
JINKS from Rainbow Arts.
M.U.L.E. from Electronic Arts.
FIST II from Melbourne House.
+ 5 PIECES OF MUSIC from Chris Hülsbeck.



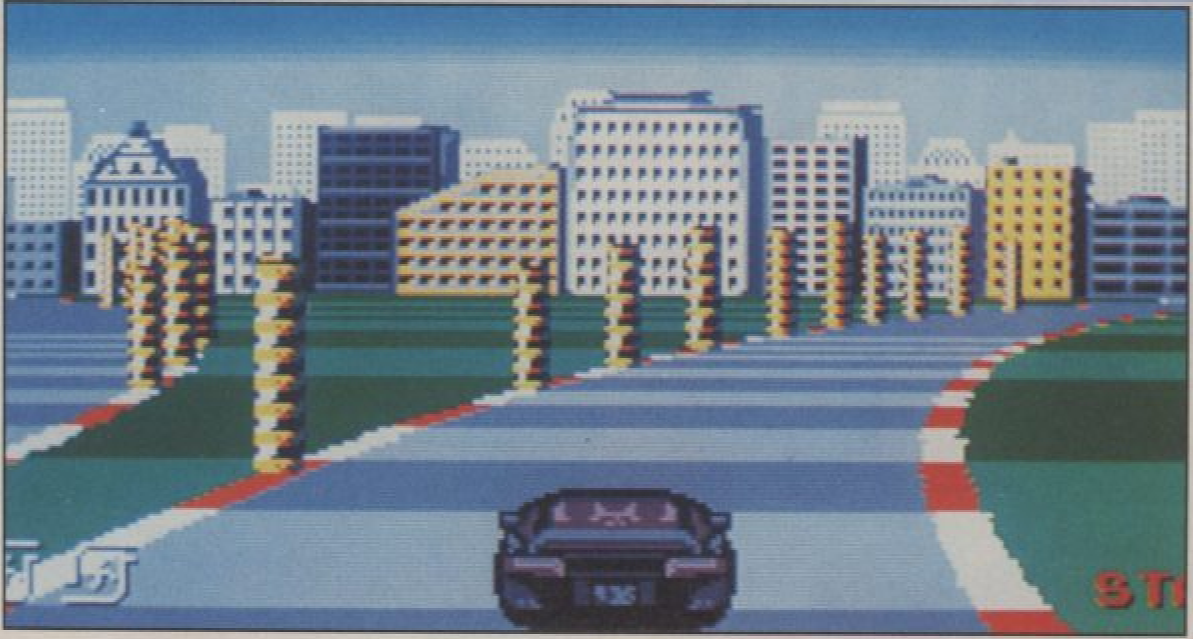
Suitable for every CBM 64 and normal C.D. players. Adapter Included.

£29.99

Rainbow Arts

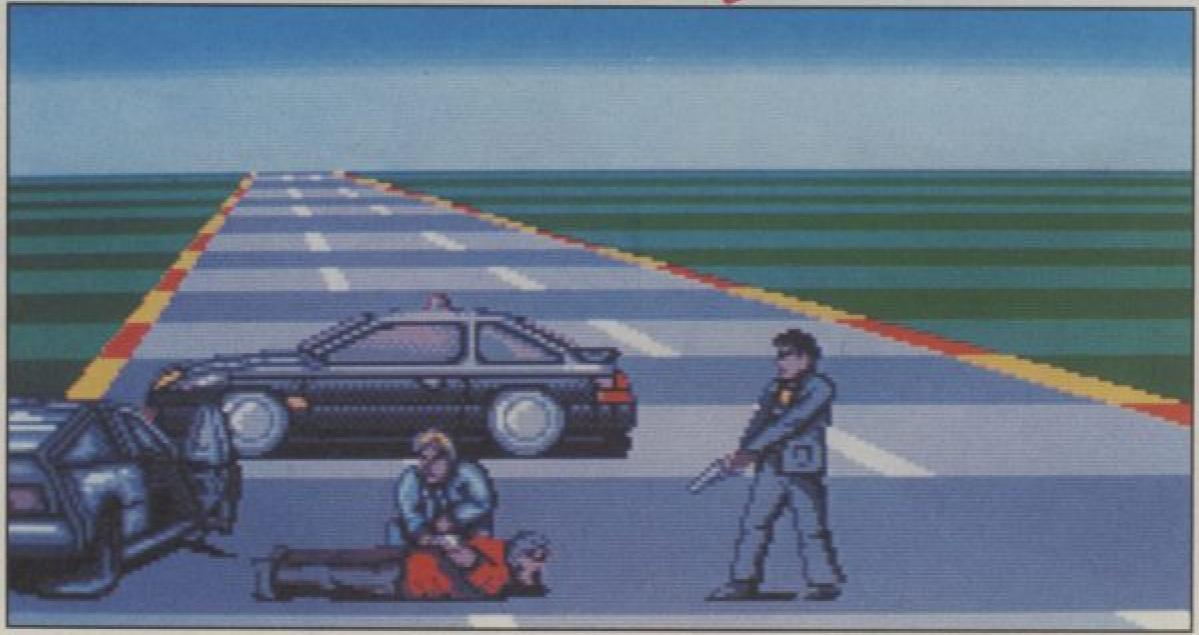
ENTERTAINMENT AT THE SPEED OF LIGHT

Rainbow Arts (U.K.) Ltd., 6 Sketty Close, Brackmills Business Park, Northampton NN4 0PL.



Chase HQ

Yet another conversion of yet another top arcade game. Not that there's anything wrong with that, really. If the licence isn't too ambitious and the right programming team are used, chances are you can produce a good game. Which is exactly what failed to happen with *Chase HQ*. I can like a game and I can dislike a game but hardly ever have I left a computer feeling so depressed.



The *Chase HQ* arcade machine made its impact, not as a driving game, but through the ideas and presentation. It's your job to drive along interstates arresting an assortment of perpetrators by ramming them off the road with your turbo-charged Porsche. Up until you reached the criminal's vehicle it's a pretty run of the mill time-limited driving game, with a couple of samples thrown in. The action starts in earnest when you reach the bad guys' car (usually a very expensive sports number). The accelerator is literally floored and the useful turbo button thumbed home. Now it's just a question of being able to run the car off the road before the timer runs out. All the way through the machine is turning out samples such as "Oh man" and "Ooh yeah".

After seeing some of the recent driving games/sims on the Amiga I did hold some high hopes as to the quality of this conversion. Sadly it looks as though it's been rushed to meet the Christmas deadline.

The most important feature of any car game is the road and how it generates a feeling of speed. In this case the road works well, it's just the scenery that fails. Temporal distortion is the only excuse I can think of to explain why the roadside objects move more slowly in relation to the road, giving a rather quirky movement representation.

Next on the gripe list are the cars. Reliant Robins aren't common in a chase scene (apart from a Jasper Carrot production), so why are the cars so small? Has the criminal department suffered a budget cut? On the bright side there's a nice tune and sound effects sampled from the arcade machine.

Most of the excitement that was contained in the original must have got lost under a desk or accidentally been swept up, this plays nothing like the arcade machine. A huge disappointment for me, and it will probably be the same for other HQ fans. That said, Ocean will be on to a winner simply with the name.

Mark Patterson

Ocean
Price: £24.99

GRAPHICS	67%
SOUND	78%
PLAYABILITY	69%
LASTABILITY	70%

70%

TAKE 'EM OUT

Take 'em Out is a typical *Op Wolf* clone, only more violent. Blood flows freely as you tear your way through wave after wave of terrorists and the odd civilian hostage.

Before you're let out on your wave of carnage you have to qualify on the shooting range. The first of these has the standard targets flashing up to be greeted with a twelve guage shot gun. Score the necessary amount and you're let loose in the armoury.

Here you choose two weapons to take with you on your counter-terrorist operations. An M16 assault rifle, a pump action shot gun, grenades and a rocket launcher. Believe it or not some weapons are actually more useful on different levels. Grenades tend to wipe out all life on the screen, so in a mass hostage situation they're not advisable.

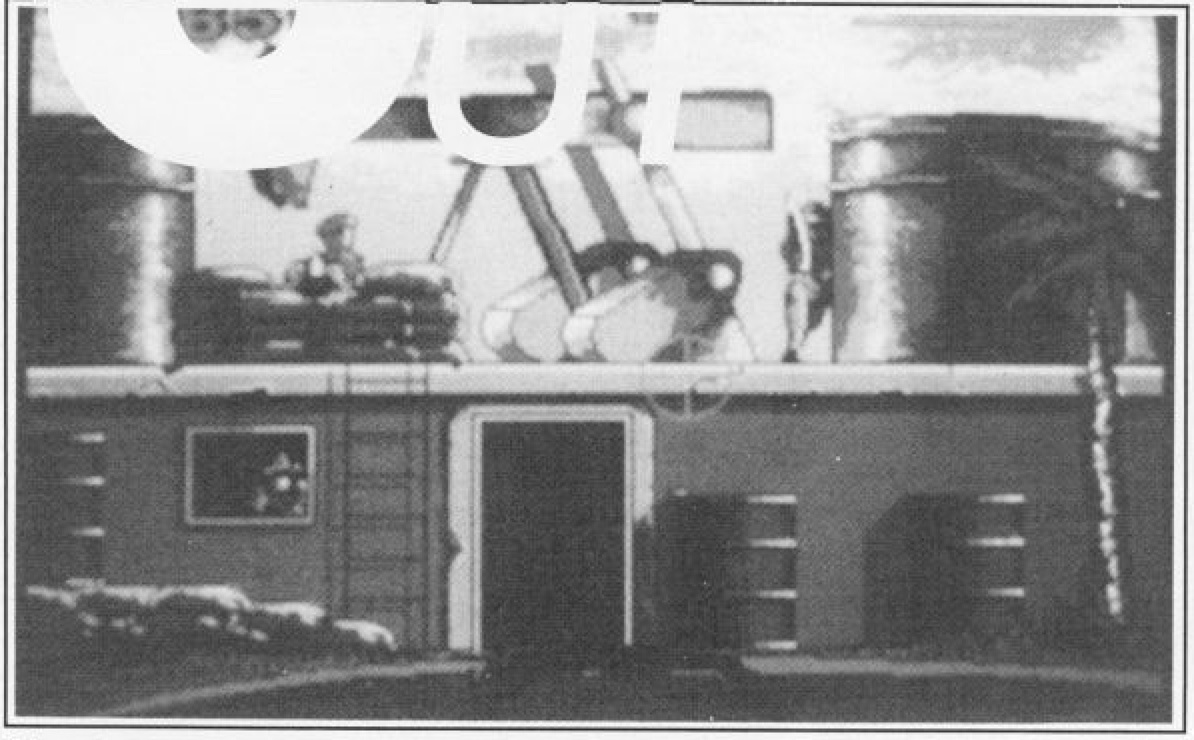
Then on to the first level, The Streets. From your position outside a terrorist hideout you have to blast anybody that appears in the windows, from inside trash cans or even from behind trees.

Both your weapons have limited amounts of ammunition, but fortunately, when one magazine is spent you duck down behind a trash can to re-load. It must be one hell of a trash can seeing as you bring it with you to the next level, an Iranian oil field.

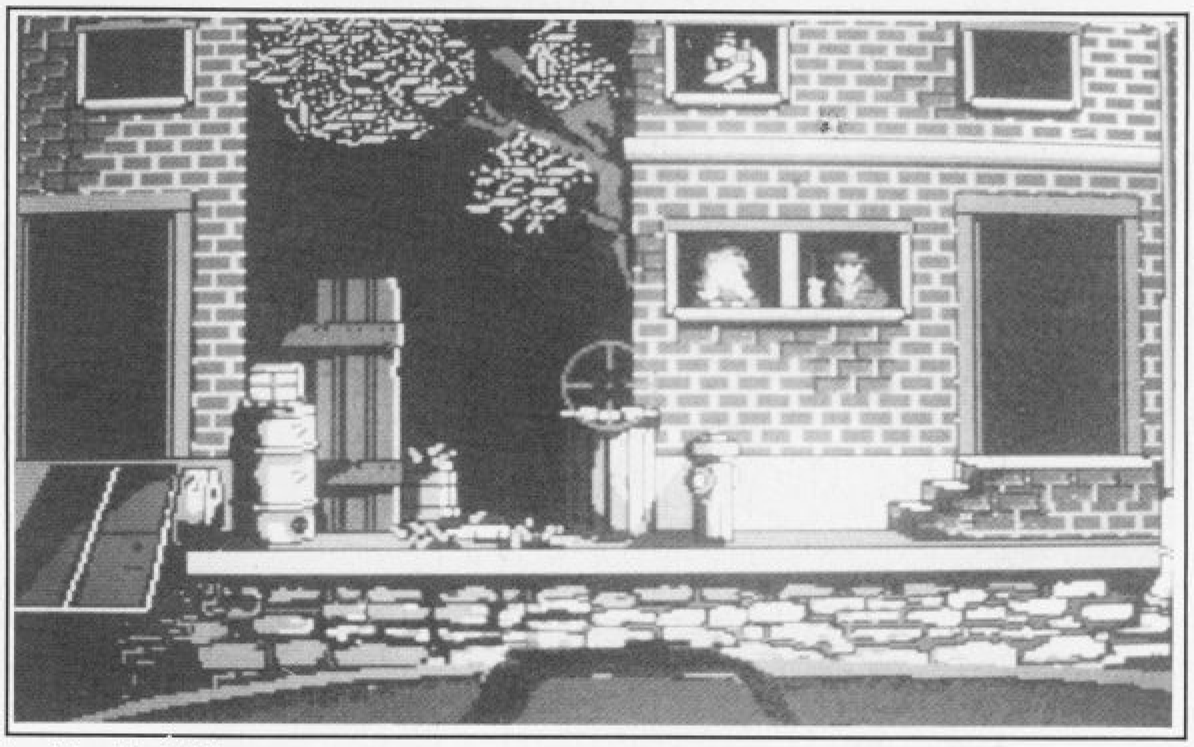
Up until now *Take 'em Out* is a respectable game, good fun to pay with a laughably large amount of gore. Then you finish the third level, and you get the 'Congratulation you have completed your mission' screen!

If it wasn't for the lack of levels, *Take 'em Out* could be a substantially superior game to what it now is. As it stands though, it's a quick-finish gun 'em down and an expensive way to spend a commercial break.

Mark Patterson



Take me back to ol' Iran

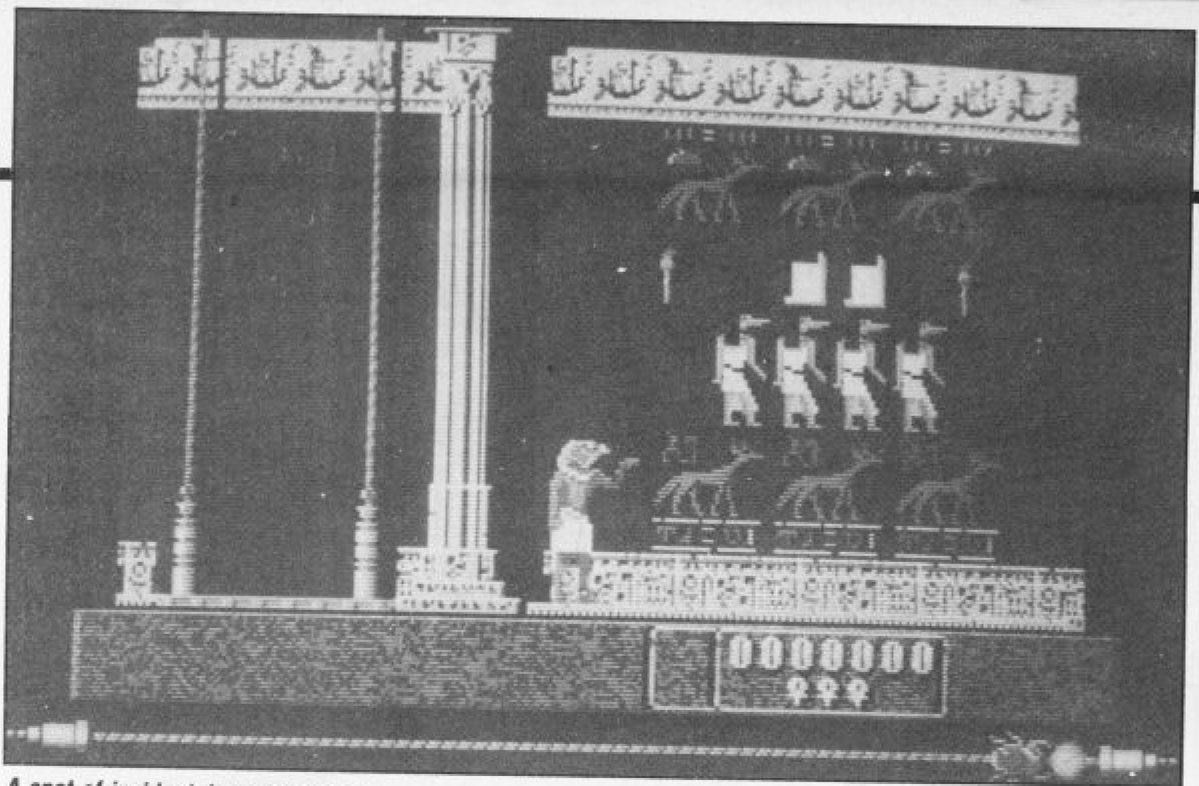


Level 1, a third of the way to completion

Artronic
Price: £19.95

SOUND	57%
GRAPHICS	65%
PLAYABILITY	54%
LASTABILITY	37%

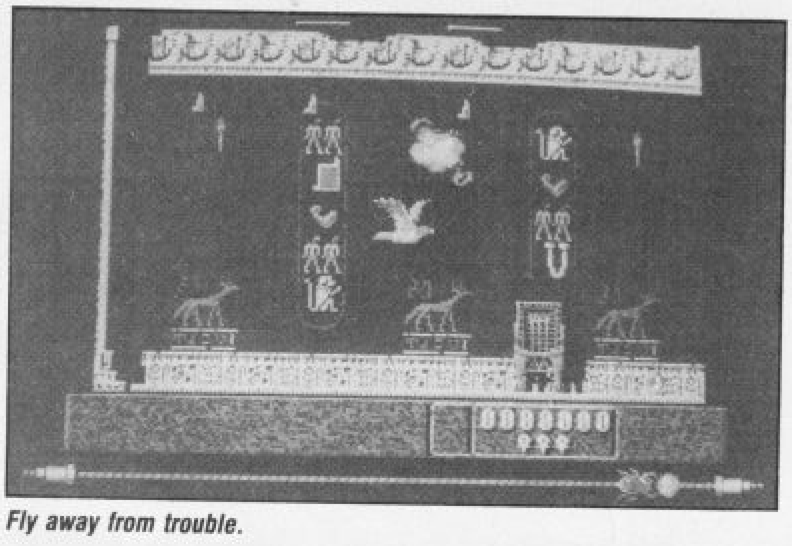
43%



A spot of incidental sand dancing.

EYE OF HORUS

Long, long ago, before the time of mortal men, gods walked the Earth. One such god, Osiris, reigned as a benevolent king amongst the sweltering sand of Egypt. Under Osiris' reign everyone was happy and the land flourished. However, some were jealous, and Set, Osiris' half-brother, was most overcome by this evil. In a fit of rage Set killed Osiris and spread bits of his severed body across the countryside.



Fly away from trouble.

At this time Osiris had an unborn son, Horus. When Horus reached maturity his mother told him of Osiris' fate and he vowed to piece his father back together. This done, Osiris' soul could leave for the heavens.

However, the hieroglyphics in Osiris' tomb had what you might call an editorial error. The only solution was for Osiris to breath life into the tomb so that Horus might correct his mistake. Unfortunately Set was also brought back to life and has once again split Osiris' body. You, as Horus, must repeat history; reunite your father'd body, kill Set and correct the hieroglyphical typing error.

As you move around the tomb there are various amulets that will aid you in your quest, some of which will allow you to call upon other characters.

Being set in a Egyptian tomb you would expect the graphics to be fairly Egyptian-tombish and you'd be right. The only problem is that most tombs look very similar, and this means that the scrolling backdrops soon become boring and give no indication of where you are. The character and enemies also lack variety with the exception of Horus who is well drawn and nicely animated.

An annoying Egyptian-type tune plays throughout the game. It can be turned off but this means you have to endure some pretty weak sound effects.

Eye of Horus is a typical maze game and a map is almost essential if any progress is to be made. All but the cream of maze games become very samey very quickly; but add to this the repetitive graphics and gameplay and you have a game all the appeal of a damp lettuce leaf.

Mark Mainwood

Logotron
Price: £24.99

GRAPHICS	**62%**
SOUND	**60%**
PLAYABILITY	**64%**
LASTABILITY	**54%**

62%

64 UPDATE

The 64 version is faithful to the Amiga. Yep, it's just as boring and just as lacking in variety. The sound is to the same standard, lots of music but very few effects. Graphics are blocky and as uninspired as their Amiga counterparts. The only thing the 64 version has over the Amiga is smoother scrolling. Nevertheless I'd still advise anyone to avoid *Eye of Horus* like the biblical plague.

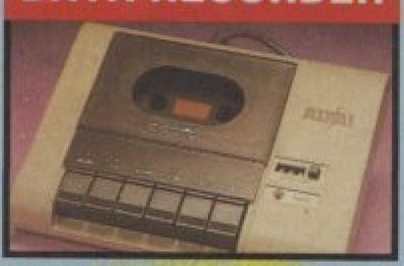
GRAPHICS	**58%**
SOUND	**60%**
PLAYABILITY	**64%**
LASTABILITY	**55%**
OVERALL	**62%**



HIT'EM FOR SIX!
ARKANOID
TAITO
RENEGADE
PREDATOR
ALSO AVAILABLE FOR MSX • BBC ATARI ST
The Hit Squad
THE GREAT ESCAPE
PING PONG
KONAMI
SUPER SPRINT
ALL AVAILABLE FOR:
SPECTRUM
COMMODORE
AMSTRAD
£2.99 EACH
HIT NAMES
HIT GAMES

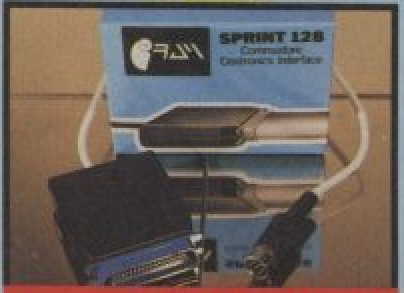
DATEL ELECTRONICS

DATA RECORDER



- Quality Commodore compatible data recorder.
- Pause control, counter, etc.
- Suitable for 64/128.
- Send now for quick delivery.

ONLY £24.99



SPRINT 128

- Full feature Centronics Printer Interface.
- Connect your 64/128 to a range of full size Centronics Parallel Printers.
- Easy to use - supports Commodore Graphics Set.
- Onboard Microprocessor Chip means no power programmes to load.
- Works with most applications.
- No more to buy!

ONLY £29.99

PARALLEL PRINTER CABLE

- Connects full size printers to the parallel port of your C64/128.
- Many programmes and cartridges (Action Replay/Final Cartridge etc.) will drive printers from this port.

ONLY £12.99 COMPLETE

ROBOTEK 64



SPECIAL VALUE

MODEL & ROBOT CONTROL MADE EASY.

- 4 output channels - each with onboard relay.
- 4 input channels - each fully buffered TTL level sensing.
- Analogue input with full 8 bit conversion.
- Voice input for voice control.
- Software features:- test mode/ analogue measurement/voice activate/digital readout etc.

ONLY £39.99
INCLUDING HARDWARE/SOFTWARE/ MIC. ETC,(STATE TAPE OR DISK).

NOW WITH "JIFFY DOS"!



OCEANIC 118N DISK DRIVE FOR 64/128

NEW

ONLY £129.99
INCLUDING FREE OCP ART STUDIO!!

The Oceanic 118N is a superb quality Disk Drive specially designed for the Commodore 64/128.

Just look at these features...

- Slimline design - very compact.
- External Power Pack so no overheating problems (unlike some types).
- Ready to go - no more to buy.
- Direct drive motor for super quiet operation and extra long life.
- Now probably the best selling replacement Disk Drive for the 64/128.
- Comes complete with manuals, connecting leads etc.

FREE COPY OF OCP ADVANCED ART STUDIO
(WORTH £29.99) WHILE STOCKS LAST

OCP

DIGITAL SOUND SAMPLER



- The new sampler allows you to record any sound digitally into memory & then replay it with astounding effects.
- Playback forwards/backwards with echo/reverb/ring modulation.
- Now with full sound editing module to produce outstanding effects.
- Full 8 bit D to A & ADC conversion.
- MIDI compatible with suitable interface. (i.e. Datel unit for £29.99, see ad.).
- Live effects menu includes real time display of waveforms.
- Line in/mic in/line out/feedback controls.
- Powerfull sequencer with editing features.
- Load/save sample. Up to 8 samples in memory at one time.
- Complete software/hardware package. Tape or Disk (please state).

ONLY £49.99

COM DRUM

DIGITAL DRUM SYSTEM

- Now you can turn your digital sound sampler into a digital drum system.
- 8 digital drum sounds in memory at one time.
- Complete with 3 drum kits. Real drum sounds - not synthesised.
- Create superb drum rhythms with real & step time.
- Full editing. Menu driven. Load/ Save facilities.
- Output to hi-fi or through TV speaker.

ONLY £9.99
STATE TAPE OR DISK

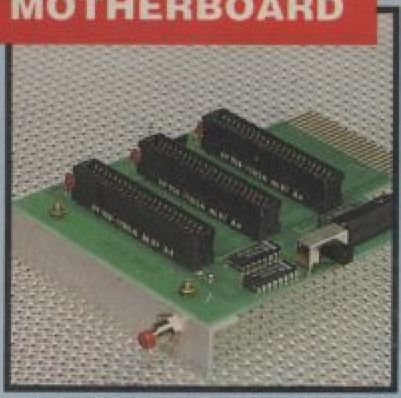
RESET CARTRIDGE



- Unstoppable reset button. NOTE:- user port cheaper type reset buttons offered by others are not unstoppable.
- Resets even so called "unstoppable" programs.
- Add pokes from magazines etc.
- Simply plugs in to cartridge port.

ONLY £5.99

3 SLOT MOTHERBOARD



SAVE WEAR & TEAR ON YOUR EXPANSION PORT

- Will accept three cartridges on it's high grade PCB.
- Switch in/out any slot.
- Fully buffered.
- Reset button and an onboard safety fuse.

ONLY £16.99

TOOLKIT IV

THE ULTIMATE DISK TOOLKIT FOR THE 1540/1541.

- A disk toolkit is an absolute must for the serious disk user. Toolkit IV has more features than most for less.
- DISC DOCTOR V2 - Read & write any track & sector including extra & renumbered tracks. Repair damaged sectors.
- HEADER/GAP EDITOR - Decodes & displays ALL header information including off bytes & header gap. Rewrite the entire header & header gap. Renumber sectors. Also edit any sector tail gap.
- DISK LOOK - Sort directory. Recover lost files. Display file start /end addresses. Disassemble any file program directly from the disk to SCREEN or PRINTER including undocumented opcodes. Edit Bam.
- FAST FILE COPY - Selective file copy. Works at up to 6 times normal speed.
- FAST DISK COPY - Copy an entire disk in 2 minutes or less using single 1541.
- FILE COMPACTOR - Can compact machine programs by up to 50%. Save disk space.
- FORMATTER - 10 second format an entire disk or format any individual track or half track 0 to 41.
- ERROR EDIT - Quickly find & recreate all read errors including extras & renumbered tracks or sectors & half tracks from 0 to 41.

ONLY £9.99

DATEL ELECTRONICS

UNBEATABLE MIDI PACKAGE!!

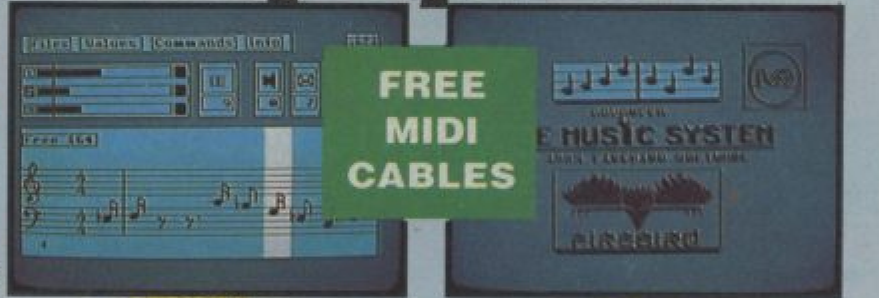


SAVE £30

DATEL MIDI 64 INTERFACE PLUS ADVANCED MUSIC SYSTEM

ONLY £39.99

NO MORE TO BUY - THE TOTAL MIDI CONNECTION



The Advanced Music System is probably the best MIDI/music package ever produced for the 64/128 offering a huge range of musical composition features plus MIDI compatibility - add the Datel MIDI Interface and you have the TOTAL MIDI SOLUTION!!

- KEYBOARD MODULE... allows for entry of music from the QWERTY keyboard. Sequencer works like digital recorder.
- EDITOR MODULE... just like a word processor for music. All the features you would expect.
- MIDI MODULE... this is the module which allows the full potential of the Music System and your MIDI keyboard to be achieved. Using the Datel MIDI 64 Interface any MIDI instrument (including Yamaha - see below) can be connected to your 64.
- SYNTHESISER MODULE... probably the most powerfull module. Create sounds with full waveform editing, realtime sequencing etc.
- PRINTER MODULE... allows you to print out your music to a range of printers including Commodore and Epson compatibles. Printout can be edited and can also include lyrics if required!
- LINKER MODULE... allows large musical compositions to be created from up to 26 files linked together - offering Tempo and Time Signature adjustments.
- HUGE RANGE OF FEATURES... Advanced Music System has literally hundreds of commands and features - we have only outlined the main headings - this is a truly professional package.

BUT THAT'S NOT ALL...

...WE CAN OFFER THE ABOVE MIDI PACKAGE TOGETHER WITH THE SUPERB YAMAHA SH10 MIDI SYNTHESISER FOR AN UNBEATABLE PRICE!!

Just look at these features...

- The world's first shoulder keyboard.
- With 25 built-in instrument choices.
- Choice of 25 rhythm styles.
- Vibrato, sustain and portamento special effects available.
- 3 fill-in variations for professional rhythm changeovers.
- Complete range of 32 keys for great melody play-a-long.
- Compose your own backing into the chord sequencer.



UNBEATABLE OFFER

ONLY £99.99

SYNTHESISER, MIDI 64 INTERFACE AND ADVANCED MUSIC SYSTEM PLUS FREE MIDI CABLES - NO MORE TO BUY!!



VIC 20 RAMPACK

- Simple plug-in memory expansion cartridges for your VIC 20.
- Never be short of memory again!
- Two models available - 16K or 32K.
- Both models are switchable for various memory settings i.e. 3K, 16K, 24K, etc.
- Many VIC programs require extra RAM - this is your answer.

ONLY £14.99 FOR 16K

ONLY £19.99 FOR 32K

NOW YOU CAN INCREASE THE MEMORY OF YOUR C16 EASILY



C16 RAMPACK

- Plug in RAM cartridge gives you up to 16K EXTRA MEMORY!!
- That's over 28K free for Basic and even an extra 18K in HiRes mode!
- Plugs in to memory expansion port - then just switch on.

ONLY £14.99

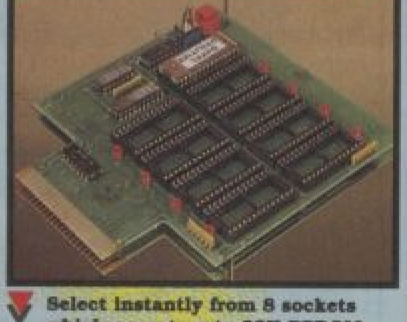
EPROM ERASER

- This handy AC/DC Eprom Eraser will erase up to 4 chips quickly and easily.
- Built-in timer and safety switch on cover.
- Superbly styled - small enough to fit in pocket - even as it works!!
- Works from built-in battery (supplied) or from AC/DC adaptor if required.

ONLY £39.99

LIMITED NUMBERS AT THIS AMAZINGLY LOW PRICE!!

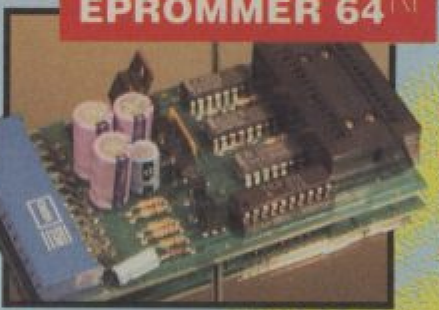
256K SUPEROM EXPANDER



- Select instantly from 8 sockets which accept up to 32K EPROM each.
- Program your own EPROMs using our EPROM programer.
- No need to have lots of cartridges - just make a selection from the Superom menu.
- Fully menu driven on power up.
- Select any slot under software controls.
- Unique EPROM generator feature will take your own programs - basic or m/c & turn them into autostart EPROMs. (EPROM burner required).
- Accepts 2764/27128/27256 EPROMs.
- On board unstoppable reset.
- On board operating systems - no programs to load.

ONLY £29.99

EPROMMER 64™



- A top quality, easy-to-use EPROM programer for the 64/128.
- Fully menu driven software/hardware package makes programing/reading/verifying/copying EPROMs simplicity itself.
- Will program 2716, 2764, 27128 & 27256 chips, 12.5, 21 or 25 volts.
- Fits into user port for maximum compatibility with cartridges/Superom Board etc.
- Full feature system - all functions covered like device check/verify.
- We believe Eprommer 64 is the most comprehensive, most friendly & best value for money programer available for the 64/128.
- Ideal companion for Superom Board, Cartridge Development System, our kernal expanders or indeed any EPROM base project.
- Comes complete with instructions - plus the cartridge handbook.

ONLY £39.99 COMPLETE

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS

HOW TO ORDER ...

BY PHONE	BY POST	FAX
0782 744707 24hr Credit Card Line	Send cheques/POs made payable to "Datel Electronics"	0782 744292 UK ORDERS POST FREE EUROPE ADD £1 OVERSEAS ADD £3

PRICES AND SPECIFICATIONS CORRECT AT TIME OF PRESS AND SUBJECT TO CHANGE WITHOUT NOTICE

CALLERS WELCOME - Please reserve goods by telephone prior to visit.

DATEL ELECTRONICS

DATEL ELECTRONICS LTD., FENTON INDUSTRIAL ESTATE
GOVAN ROAD, FENTON, STOKE-ON-TRENT, ENGLAND.

SALES ONLY	TECHNICAL ONLY
0782 744707	0782 744324

CU LETTERS

Rogered pirates

I am writing in response to a couple of letters in December's issue of CU.

S. Robertson complains about the price of Amiga Software, like many other owners too. Surely these people knew how much software was going to cost before buying their Amiga? However, I definitely agree with the point about ST ports. When I pay £100 more for a higher-spec. machine I expect my software to match it. Perhaps if less people purchased port-overs then this already decreasing problem would finish quicker.

On the subject of piracy, let's be realistic. No matter how much software comes down in price, if people can get something for free then they will. It's really a vicious circle; pirates copy more and so software houses don't bring down their prices. It's the honest user that loses out.

To make all pirate readers sick, here's something that happened to me recently. Remember *Roger Rabbit*? People thought it was a good game but the loading time was ridiculous, as was having to reload for each game.

Well, I sent off my warranty card to Beuna Vista in the U.S.A. and expected nothing. Two months later I received a letter from then telling me about *Roger Rabbit* version 2. This loads in 3 or 1½ minutes (depending on if you want the introductory screens) and you don't have to reboot for a new game. This cost me the equivalent of . . . £5 — including p&p! Talk about customer service! And remember, pirates do not have a warranty card, so it's them who lose out for a change!

Yours faithfully,

C. S. Thornton,
Lincoln

Likes

What a fantastic magazine you produce. Usually I find most 'glossy mags' a bore, but not CU, give me a copy of this and I can't put it down (now don't get too big headed!). Could someone please tell me how long it takes to prepare/ edit and print each issue. Is it possible to have some info. on the actual authors of articles ie. likes, dislikes, age, etc. Also could you tell me when *Space Ace* (by Empire) will become available for the A500, thanks.

M Dearman,
Abingdon, Oxon

CU takes about a month to put together, although it's effectively three weeks. Our reviewers vary in age. The youngest is 18, the oldest — the ageing editor in fact — is 28. Likes and dislikes are too diverse, particularly the editor's because he dislikes about everything.* Space Ace, *by the way, is due any moment, but quite when we're not sure. . . .

Unidentified destructive object

I have subscribed to CU for around one year and I have recently bought an Amiga. I am lucky to have the excellent game *Populous* and it is about this game that I am writing.

Whilst playing *Populous* today I reached the world of 'Donusick' (battle no.31) and here I saw something very strange, not even hinted at in the instructions. A mysterious thing crossed the map in a straight line appearing on one side, then disappearing off the other. It moved across land and water with the same ease leaving a trail of swamp behind it, destroying anything in its path.

It occupied the space of one cube of land and literally swept across the map. I was totally astounded when I saw it and I felt it merited a mention. Have you had any reports which agree with this; I know that I have seen none.

At first I though that the creature was a bug in the game, however, it's action and fluid movement suggested deliberate programming as did the game's continuance without crashing.

I hope that you believe my report, as I know that I'm being sincere. I hope that you can publish a report of my sighting in the relevant section of the magazine.

Richard Munden
Cadiz, Spain

Relax, you're not hallucinating, there have been other sightings of this destructive deux ex machina. Bullfrog actually say there are three of these big nasties. The one you saw was the swamp monster, but there's also a wizard on a carpet, who leaves a trail of trees in his wake. Rarest of all is the rock monster who grabs people and crushes them, whilst leaving a trail of rocks behind him. Apparently the chances of seeing this are nearly a million to one, so you can consider yourself very lucky if you ever see one!

Bullfrog say that they were originally included to balance the game up at some points, but in fact they are totally random. So now you know.

Cheapo Chop?

I think your December issue is fantastic. The design is great and I particularly liked the idea of the film shot on the cover. What was the film?

I've also noticed that the 'Cheapos' and 'Update' sections appear to have been scrapped, which I think is a good idea. Most budget titles are re-releases. I for one would prefer saving up for a new full price game.

Steven Tyler,
London

Thanks for the compliments. We haven't actually scrapped anything although, as you point out, with the amount of re-releases on 8-bit budget and the still relatively small amount on budget Amiga, we'll have to wait and see about Cheapos.

The film in question is Dark Rain, starring Michael Douglas. A shortly to be released gang-war film set in Japan.

Please send your letters to CU, Priory Court, 30–32 Farringdon Lane, London EC1R 3AU. There's free software for each letter published. Please specify format/drive.



Keith's mailbag this month, as always, was chock-a-block with letters from all around the world. Malta, Bristol, Australia and Sweden, there's no place on Earth that Keith cannot help.

DUNGEON MASTER

Valley dweller Klaus Conrad has been concentrating almost exclusively this month on *Dungeon Master*. But he always gets stuck not far from the start of the game. When he enters a room with a pressure plate, the door locks behind him. "That's it, since I am unable to unlock the door opposite," explains Klaus, who writes from Balzan Valley in Malta. He has several keys, but none of them fit. A possible alternative exit is through the force field at the end of the room, but he can't get through that, either.

SHARD OF INOVAR

Philip Breslin of Leeds has reached the Oasis of Rest and collected the Aergourd plant and the rimarlion ring, and is now completely stuck! Can anyone help him?

JOURNEY

Jonas Jakobsson of Gotland in Sweden, has mixed hevant, levant, eivant, drai, and adrai in varying combinations, but still can't enter the storage room in the dwarves' caves. Nor is he getting on too well with the magic essence mine in the forest. He has only found three pits, and has reason to believe there are, in fact, six.

Meanwhile, a hemisphere away, Greg Trenowden of Adelaide, needs to locate the green amulet to satisfy the request by Asterix. Greg's problem is that he has found one of the wood elves by the shore of a lake, and needs to gain her confidence so that she will take him back to the elders of her tribe. Having learned a bit of the language, he's tried just about every combination of the Elvish words he knows, but with no reaction from the elf in question. Exactly what should he say to progress further?

BARD'S TALE

"Please help, oh great sage and onion of the adventuring world!" cries Robin Ashcroft of Bristol, who, after locating the Mad God, found he could not find the Eye. Neither could he answer two riddles set by a Master Sorceror and Magic Mouth, respectively. But he can help those trying to pass the army of Baron Harkyn — look in the clues section for his advice.

ZORK 1

Sometimes it is possible to complete an adventure without having tied up all the loose ends. *Zork 1* is such a game as far as Michael Newman of Bexleyheath is concerned. After getting the map on storing the last trophy, the game has not ended, although Michael has achieved the full score. That is because there is just a little bit more to do! Check out the map, and enter the barrow! Secondly, he wonders if there is any way of reaching the torch room directly from the dome room?

PERSONAL NIGHTMARE

Mark Coveney of Chelmsford sends some help for Dennis Janssen and his troublesome tin soldiers — read the clue, Dennis! But Mark has troubles of his own, including how to open a locked diary that he found under a pillow.

You're welcome to visit the Valley any time, and sample the fruits of adventure growing on its fertile slopes! You can even plant a few new clues yourself, if you have that wizard's touch! Simply write to me at The Valley, CU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, and I'll get back to you as soon as I can.

Thanks for the help this month from: Gerard Smeier of Dordrecht; Robin Ashcroft of Bristol; Mark Coveney of Chelmsford; and Enda Barrett of Tralee.

COMMENT

The Valley receives many letters begging that it be enlarged! But here's Greg, with a different suggestion:

★ I own an Amiga 500 and enjoy playing adventures immensely. I enjoy almost as much reading your monthly articles that appear in the best Commodore magazine around, namely Commodore User.

However, as great as CU is, it is not the only magazine that I read. In fact, I peruse all those magazines that possess an adventure column, and although this provides me with great

INTO THE VAL

pleasure, I have one complaint: most of these magazines are around 96 pages in length, and at most the adventure section is only four pages! This does not represent good value for money at any stretch of the imagination!

Is there any way that the writers of the columns in question could get together and produce just one full magazine which would be dedicated solely to adventure games? The new magazine could be priced at, say, £8-£10 per issue, which although it sounds a lot would actually be fantastic value for the money in relative terms. It would, in the long run, become self sufficient financially, with the support from the adventure houses themselves, advertisers, and of course, the buying public.' *Greg Trenowden, Adelaide, Australia*

Campbell's Comment: I hate to discourage an exciting idea, but it's been tried before — and failed! A magazine called Micro-Adventurer ran from November 1983 to March 1985, at a price of 75p, before folding due to insufficient circulation to make it viable. This was in the heyday of adventure, too, when there were more adventures around than could be found space for in the review sections of all-games magazines.

In the end, as you suggest, the answer does lie with the buying public. Buy more adventures, and more will be produced. Columns in all magazines would grow, as a result of the increased interest among readers, and greater number of releases to write about. But take adventure out of the magazines you mention, and fewer converts to the hobby will be made, as they won't have the opportunity to discover this fascinating world!

And if you would like to see The Valley enlarged, then WRITE, WRITE, WRITE! Nothing impresses more about the following for a subject than a huge regular mailbag!

★ My friends El Cid, Omar, and the others, are all trying very desperately to persuade Mangar to release the goodly folk from his evil grip. But alas, we cannot find him. I was told by the landlord of the Dragon's Breath Tavern that a very experienced adventurer called 'The Keith' could help.

1. Where can we find the eye of the mad one's stoney self?
2. Where can the snare be found apart from behind the Scenes?
3. What is the 'magic mouth' used for?
4. What does IRKM DESMT DAEM mean?

Scarlet Bard,
Skara Brae.

Campbell's Comment: You were ripped off! He's been shouting his magic mouth off again! I'm afraid I can't help — so return to the tavern and demand your gold gack!

Just before I was about to leave for a November break in Malta, I received a letter with some answers for a reader who lives there. So I jotted the clues down, and took the letter with me to post whilst on holiday, to speed its arrival. And I soon heard back from a rather startled adventurer . . .

★ Just a short note to thank you for your letter that arrived this morning. Imagine my surprise when I saw CU papers through the envelope, but Maltese stamps on it. I thought the world had finally gone bananas!

Klaus Conrad,
Balzan, Malta.

P.S. The system of grouping the queries and clues is excellent.

Campbell's Comment: And so was Malta! But travelling on your buses was an adventure in itself!

ADVENTURE CLUES

DEJA VU 2:

Leave the hobo alone, he's a red herring!
To enter the building, go downstairs and shoot the lock, or pick it with the pocket knife, and then turn the barrel!
To turn off the light in the house after you have turned it on. Note that there are two removable bulbs, and some foil in the kitchen dispenser . . .

BARD'S TALE 1:

Kill the six berserkers on level 1, and take their robes. Wear these before encountering Baron Harkyn's army, and they will not recognise you as intruders.

PERSONAL NIGHTMARE:

Take the bugle from the bar when it is closed, and play it when the tin soldiers appear.

SCAPEGHOST:

To open the shed door the help of three other ghosts is required, to move each of the three levers simultaneously. Issue a command to each ghost as follows:

GHOST 1, WAIT 3, PUSH LEVER
GHOST 2, WAIT 2, PUSH LEVER
GHOST 3, WAIT 1, PUSH LEVER

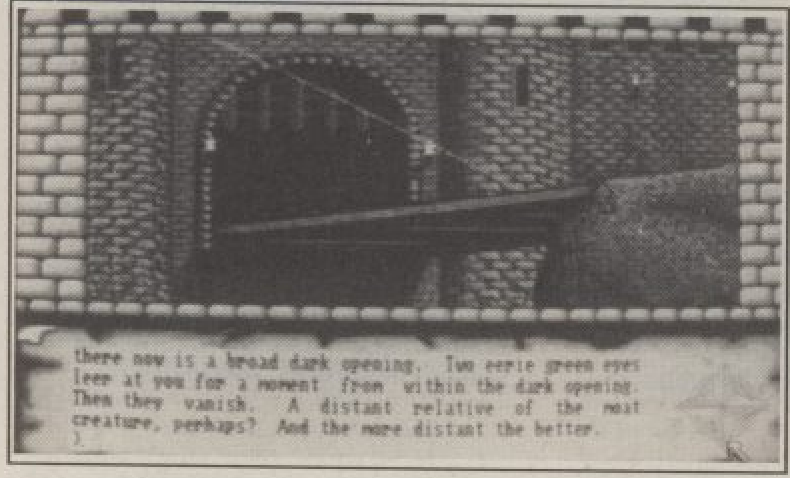
POOL OF RADIANCE:

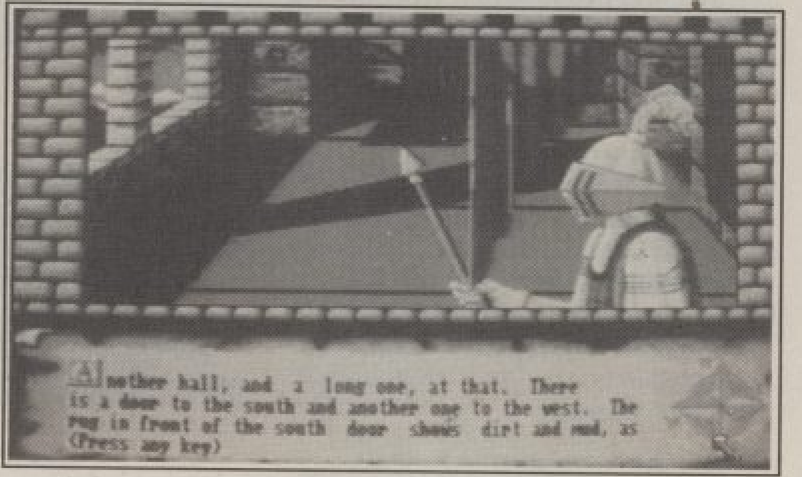
The first Tyranthraxus is an imposter. Go through the false wall to your right (it won't give you any indication that it is false even if you search). Then turn to your left and go up the staircase. Somewhere up there you will find the real Tyranthraxus.

LEGEND OF THE SWORD:

The worm can only be killed with spears, but it then blocks the tunnel. Leave it well alone!
To enter the cell in the troll's cavern, get arrested by leaving the iron gates open.
Search the troll's house thoroughly for the key to the gates.
To take the boat, block the door of the house by the lake with the body of a humanoid.

LEY





DUNGEON QUEST

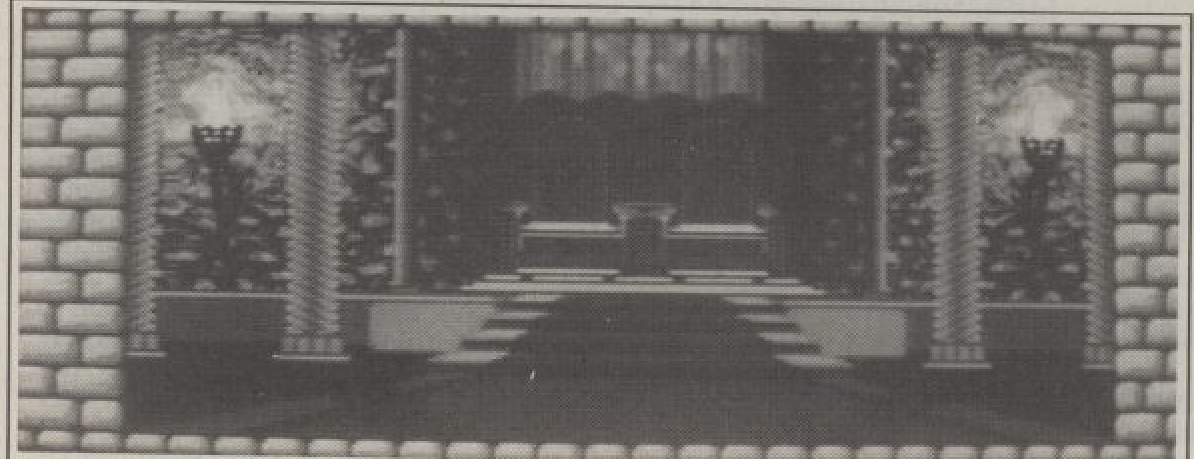


Image Tech
Amiga
Price: £24.95

There is something decidedly forbidding about the forest in which you find yourself. Something is amiss, you can feel it in your bones. The nearby village is deserted too. The feeling of gloom is heightened as you reach the river's edge and encounter the skeletal ferryman.

Across the river lies a castle, with a moat guarded by a hungry underwater monster, and its drawbridge up. Once inside of its halls and chambers are strangely deserted, save for the proud and beautiful figure of a young woman, quietly crying to herself in her bedroom. As she gives you advice and a warning, she slowly fades into invisibility.

Will you be able to lift the curse on the village by defeating the evil that lurks within the castle walls?

Dragon Quest has the familiar screen layout of a picture at the top, and a text window, on suitably ageing parchment, below it. This area is only five text lines deep, and without the ability to enlarge it by moving the picture out of the way, the lengthier description must be paged through at a 'press any key' prompt. An adventurer's natural instinct to examine everything thoroughly, and then search once again for good measure, means frequent use of the 'L' command to review the text.

At each change of location, the appropriate picture is read in from disk, and although this is not too lengthy a process (certainly a lot faster than in Sierra adventures) it can be a little frustrating when retracing one's steps. However, subsequent visits to a location merely name the room, thus cutting out the full description and avoiding having to page through it. Background sound effects accompany each picture, too, and add to the atmosphere of the moment.

The parser is none too sophisticated, and seems naturally at home with two word commands. In some cases its messages are annoying, obviously being designed to cover a number of situations. For example, trying to pick up an object that you can't always gets the reply YOU DON'T NEED THAT, irrespective of whether the object requested is already in your inventory, not in the current location, or not a recognised word, and even if the object mentioned is a useful one. However, it works well enough once the messages system is understood.

Throughout the game the text has a light humour to it, poking fun at typical adventures and adventure rooms. In all cases it's well worded and eminently readable.

It may not be exactly an original name for an adventure game, but *Dungeon Quest* suits the game admirably, conjuring up nostalgic memories of some of those good old classic adventures of bygone days. An obvious candidate for comparison is the old Melbourne House classic, *Classic Of Terror*, with the strangely sinister village — which even back in those days, had sound effects and music, too. Not that *Dungeon Quest* is old hat though, either in the sense of technology and techniques, or in storyline, for it runs on an Amiga, has sound effects in stereo (if you've got suitable equipment) and some excellent graphics.

Dungeon Quest is a welcome return to the more traditional type of text adventure with graphics.

GRAPHICS:	**85%**
PLAYABILITY:	**79%**
PUZZLEABILITY:	**78%**

82%



DRIVING'S BIGGEST GAME HAS JUST GOT BIGGER..
TURBO
Out Run
TM
AVAILABLE ON
CBM 64/128 CASSETTE
& DISK
SPECTRUM CASSETTE
AMSTRAD CASSETTE
& DISK
ATARI ST & AMIGA
Screen shots from various formats.
U.S. GOLD
SEGA
MORE CAR, MORE ROAD, MORE ACTION!
U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel. 021 625 3388

HELPLINE

Thanks, as ever, to everyone who sent in a letter.

If you want to get hold of a particular solution, poke, hint, tip or listing then send it in to the Helpline and we'll print your enquiry. A selection of replies will be published each month — and the rest we will send on to you.

And, if there's a particular problem with which you think you can help, send your reply to Responses at the same address below.

RESPONSES

CASTLE OF TERROR (J13)

C. Rawford wanted to know how to get into the castle, try the following when the game has loaded:
=return. help men, get coin, e, u, move sack, get lantern, get rung, e, n, enter house, examine table, get knife, w, s, s, enter inn, talk to man, buy ale, give aile to man, s, s, s, e, e, get rope, w, w, w, w, w, lower draw-bridge, put pin in wheel, enter castle, unlock door, open door, n — and thats it — simple when you know how!!!

David Wilkes.

K2 WIZBALL

While the game is loading, when the title screen appears, type WIZBORE for infinite lives.

Paul Bone, Sittingbourne

K1 IKARI WARRIORS

Type FREERIDE on the high score table for infinite lives.

Paul Bone, Sittingbourne

K4 PREDATOR

```
0 PRINT CHR$(147):FOR
1=544 TO 609:READ A$
1
L=ASC(LEFT$(A$,1)):L=L−
55:IF L<5 THEN L=L+7
2
R=ASC(RIGHT$(A$,1)):R=
R−55:IF R<5 THEN R=R+7
3 V=R+(L*16):POKE
,V:C=C+V:NEXT:GOTO 10
4 DATA 20, 2C, F7, A9, 32,
8D, F4, 03, A9, 02, 8D
5 DATA F5, 03, 38, 20, 6C,
F5, 60, A9, 02, 8D, A3
6 DATA 01, A9, C6, 8D, A4,
01, A9, 49, 8D, CE, 01
7 DATA A9, 02, 8D, CF, 01,
4C, A7, 02, A9, 60, 8D
8 DATA 72, C0, 20, 00, C0,
A9, A5, 8D, 5D, 10, 8D
9 DATA B3, 0F, 8D, 0B, 16,
8D, 28, 16, 4C, 00, 06
10 IF C< >6845 THEN PRINT
"DATA ERROR!":END
20 PRINT "SAVE LISTING FOR
FUTURE USE"
30 PRINT:PRINT "SYS 544 TO
START"
```

ENQUIRIES

BERMUDA PROJECT

I have a problem with a game called *Bermuda Project.*

I can find the glider and cross the river to where the plane is, but I am then told I need a pilot, which I suspect is in the large village, but how do I get inside?

I would be very grateful if you could print a map with some instructions.

Richard Moore. **M7.**

DEFENDER OF THE CROWN

I need help with *Defender of the Crown* cassette on the Commodore 64. There has been a poke for the Amiga but not the 64. I have tried all I can to get a good army but once I do my castle gets attacked, and that's the end of the game. Please could anybody help me to get a big army, knights, etc, or loads and loads of gold, either way I would be grateful.

M. Colechin. **M5.**

BARD'S TALE

Does anybody have a poke for the C64 version of *Bard's Tale* which gives you infinite spell points and energy?

I need a poke badly because I find it boring killing millions of monsters and then winding up dead myself.

Nagin Thatcher. **M4.**

BATTLE HAWKS 1942

I recent purchased *Battle Hawks 1942* for the Amiga and while it is very enjoyable, I have some questions.

1. Is it actually possible to win the Purple Heart medal? Although several pilots have been wounded (one was shot twice during the same mission!), none have been awarded this medal after the mission.

2. How do you complete Midway (Mission One) for Japan? I've tried this many times now and at best can save only one of the three carriers from being hit. The American dive-bombers are so far apart and begin their dives so quickly that the Zero cannot intercept them all before they drop their bombs. Do you know if it is possible to save ALL the carriers?

S. N. Hardy. **M4.**

KNIGHTMARE

Please can you help me. I bought a copy of *Knightmare* for my CBM (tape). Can anyone tell me how I get past the locked door at the beginning. I have tried everything.

Help!!

Paul Daniels. **M3.**

WASTELAND

I played *Wasteland* constantly for the following weeks and when I was nearing the end I have got stuck on what must be one of the simplest puzzles in *Wasteland* — I cannot get over the railing in Base Cochise. All I wiahs to know is —

(i) Is there something to tell the computer terminal in Base Cochise (the one on the accessible side of the railing) and whre is this information found (in the game)?

(ii) How do you get over the railing in Base Coshise??? Do you need to?

I would greatly appreciate any responses for my plea, since you appear to be my last hope. I have been stuck for months on this problem.

Nicholas Viiala **M14**

ALIEN SYNDROME

Has anyone got a cheat for *Alien Syndrome* (Amiga). I can't get past the first level monster, any cheat will do, I am practically eating the disk — I am so frustrated!

Jason Soraff, Essex. **M1.**

CYLU

Can anyone please help me with *Cylu* (Firebird). I have had this game for two months and it's driving me mad!! Is there anybody out there who has a poke for unlimited fuel? Any help would be apreciated.

C. Spiers. **M6.**

FAIRLIGHT

Please could you tell me how to get past the crack in the ground on *Fairlight,* when you get past the monk on the bridge and out of the castle, as I have been trying for ages.

Christian Tucker, Northampton. **M2.**

ALIENS

HELP! I'm totally and utterly stuck with *Aliens* on the Commodore 64. I would be glad if you could give me a listing or cheat for this. Thanks.

Christopher Holloway **M12**

ASTERIX

I have had *Asterix and the Magic Cauldron* for months. I just can not complete the Cauldron. The most pieces I have collected are five out of seven. So please, please can some one out there give me a

PLAY TO WIN

listing for infinite lives and/or a way of getting infinite amounts of Magic potion.
Paul Barreto **M10**

OUT RUN

I own a C64 and I am totally DREADFUL at *Out Run* so please could I have a poke to help me finish the whole game.
T Hiley **M11**

TUSKER

I have recently bought *Tusker* but I can't get off the second level. Please could you tell me what items are required and where they have to be used.
Anil Vaidya **M9**

SHORT CIRCUIT

Please help me with *Short Circuit*. I cannot work out what to do from the beginning of the game. Please can you help me. If I go out the door by where part one starts I get deactivated. Please help!
Damien Harvey **M13**

IKARI WARRIORS

On 'Ikari Warriors' *64* I would like to know if anyone could get me a cartridge poke for unlimited lives. I can get up the bridge and then die, every time. Could you please help!
Michael Chenery, **M21**

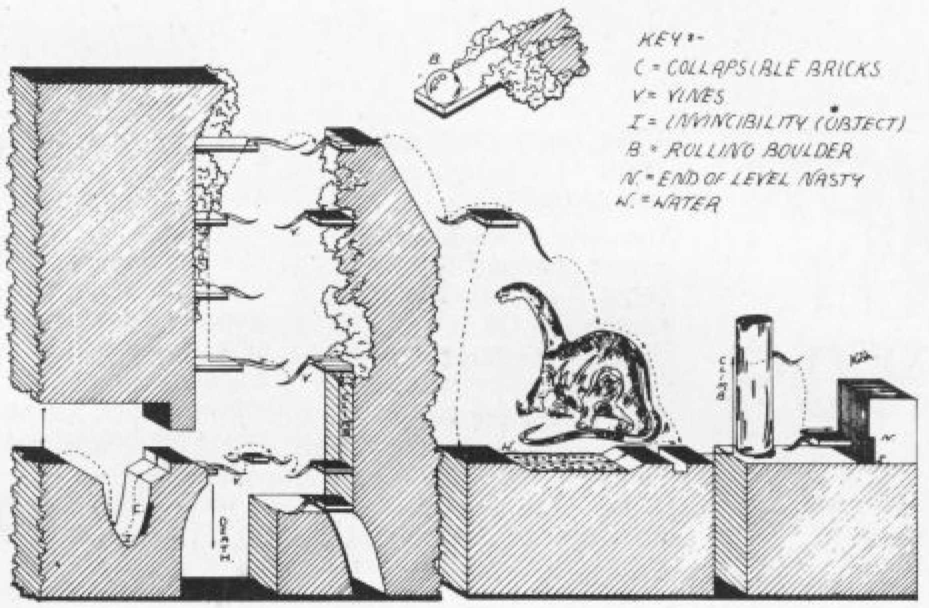
FORGOTTEN WORLDS

I am having the most severe difficulties with the second level on Forgotten Worlds. I can't kill the dragon and then in the end I just get killed. PLEASE HELP!

Any tips or pokes welcome.
Gareth Delve, **M20**

LEATHERNECK

Is there some sort of cheat for this as well, as it is too hard, I tried the 'F3 and type CUTHBERTNECK', but this would not work, please, please help.
Julian Smith, **M15**

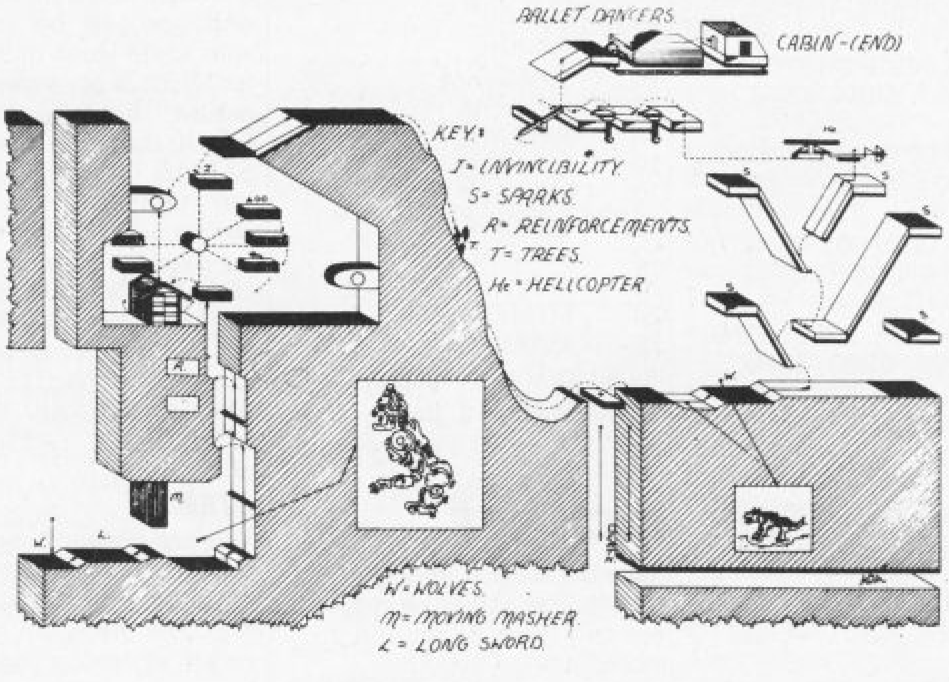


SECOND MAPPER WANTED

Can you produce artwork to the standard shown here? Can you crack any game and produce legible maps? Can you do all of this quickly, efficiently and professionally?

If the answer to all of these questions is yes, and if you own an Amiga AND a 64 with BOTH disk and cassette drives then we would like to hear from you. We will pay well for your work and you could have the enviable role of adding to the best games tips section around.

Apply in writing, with examples of your work, to CU Mappers, Commodore User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.



POKES

BATMAN

```
1 REM *** Batman Leveltrainer ***
10 check = 0 : go = 458752& : cheat = go
20 FOR n = 1 TO 121
30 READ a$:a=VAL("&h"+a$)
40 POKEW cheat,a : check = check + a
50 cheat = cheat +2 : NEXT n
60 IF check < > 860083& THEN PRINT "error in data"
70 CALL go
100 DATA 2C79, 0000, 0004, 93C9, 4EAE, FEDA, 23C0, 0007
110 DATA 0154, 43F9, 0007, 0144, 4EAE, FE9E, 43F9, 0007
120 DATA 00F4, 203C, 0000, 0000, 4281, 41F9, 0007, 00E2
130 DATA 4EAE, FE44, 4A80, 6600, 0082, 43F9, 0007, 00F4
140 DATA 237C, 0007, 0144, 000E, 337C, 0002, 001C, 237C
150 DATA 0007, 0164, 0028, 237C, 0000, 1800, 0024, 237C
160 DATA 0000, 0000, 002C, 2C79, 0000, 0004, 4EAE, FE38
170 DATA 2C39, 0007, 0114, 43F9, 0007, 00F4, 337C, 0009
180 DATA 001C, 237C, 0000, 0000, 0024, 4EAE, FE38, 43F9
190 DATA 0007, 0144, 4EAE, FE98, 43F9, 0007, 00F4, 4EAE
200 DATA FE3E, 23FC, 4EF9, 0007, 0007, 0280, 33FC, 00D4
210 DATA 0007, 0284, 4EF9, 0007, 0170, 4E75, 23FC, 4EF9
220 DATA 0000, 0000, 092A, 33FC, 0828, 0000, 092E, 4EF9
230 DATA 0000, 0800, 4879, 0007, 00BC, 48C1, 4EF9, 0007
240 DATA 0286, 7472, 6163, 6B64, 6973, 6B2E, 6465, 7669
250 DATA 6365
```

The value 0828 in line 220 can be changed into:
0824 — for Axis Chemical Factory —
0828 — The Streets Of Gotham City —
082c — The Batcave —
0830 — Gotham City Carnaval —
0834 — Gotham City Cathedral —

E. Engels, Netherlands

NEVER MIND

If you're stuck on the early levels, try these codes.

LEVEL	PASSWORD
0	MMMRHM
1	AMMRHA
2	HMMRHH
3	VMMRHV
4	PMMRHP
5	GMMRHG
6	IMMRHI
7	RMMRHR
8	MAMRHW
9	AAMRHN
10	HAMRHZ
11	VAMRHT
12	HHMWHH
13	GAMRHQ
14	IAMRHB
15	RAMRHF
16	MHMWHM
17	AHMWHA
18	HHMWHJ
19	VHMWHV
20	PHMWHP
21	GHMWHG
22	IHMWHI
23	RHMWHR
24	MVMWHW
25	AVMWHN

It's all for that good game!!

Gianluca Armeni, Italy

KICK OFF

Save the league when you're on top. Then when you re-load you only have to play one more game to take the championship.

FAERY TALE

Head for the crystal palace with your first character, Juian. When you see the good witch click on ask. She will give you a gold statue and a clue. Now keep clicking on ask and your luck will rise to a maximum of 65. This means you're almost impossible to kill, and you can repeat the process at any time.

FALCON MISSION DISK

Try the original Falcon cheat, X, Shift and Control to reload all your weapons.

N C Hughs

HOW TO POKE (AMIGA)

This is a more detailed description (for those people who have only recently got an Amiga computer) about how to enter the cheats for games which are printed in this magazine.

STEP 1

Switch on your Amiga and wait for the Work Bench hand to be displayed.

If you have an Amiga 1000 then insert your Kickstart disk first as described in your manual to get to the above stage.

STEP 2

Get out your Workbench disk and insert it into drive 0. After a while this will finish loading and you will be presented with some icons and a pointer which is controlled by the mouse. Eject your Workbench disk and insert your EXTRAS (or something similar) under it. Grab your mouse and position the pointer over the icon and double click the left button. If that worked correctly then you will see a window with more icons appearing in it. Now double click on the icon which says AmigaBASIC under it.

STEP 3

You are now in AmigaBASIC and you are ready to type in the cheat program which you like. The program must be typed in to the right hand window. To move between the windows just position your mouse in the window that you want and press the left button once.

STEP 4

Now that you have finished typing in the program in the right window you need to save it. To do this move the pointer to left window and click left button once and type: SAVE "filename".

Where filename is the name you want the cheat to be called on the disk. Now before you press return eject the extras disk and insert the formatted disk which you are to save the cheat on then press return. During the save the computer might ask to have certain other disks to be inserted so just follow the on screen prompts.

STEP 5

Finally to run the program, in the left window type: RUN (followed by pressing the return key).

The cheat should now work. If you get any error messages it probably means that you have made a slight error when you entered the program. Just check through the program and if you find a mistake don't forget to resave the program again as described above.

David Slack

PLAY TO WIN

RAINBOW WARRIOR

The following hack will give infinite lives on all of the sub-games. Type in the program and then Save it to Disk before Run-ing it, then follow the on screen instructions.

```
10 REM — Cracked By Andy Grifo, RAINBOW WARRIOR VO.1 —
20 checksum = 0 : total = 1091971 : crack = 523524
30 START = 523520 : FINISH = 523765 : GOSUB 50
40 GOTO 90
50 FOR n = START TO FINISH STEP 2
60 READ a$ : a = VAL("&h"+a$)
70 checksum = checksum + a
80 POKEW n,a : NEXT n : RETURN
90 PRINT "Your Checksum = ";checksum
100 IF checksum < > total THEN PRINT "Data Error.":END
110 PRINT "Please Place R-WARRIOR Disk A in Drive 0"
120 PRINT "and Cancel Both Request Boxes."
130 INPUT "PRESS RETURN TO BOOT GAME", grifo
140 CALL crack
150 DATA 6000, 0036, 2e3c, 0003, 0000, 2c79, 0000, 0004
160 DATA 207c, 00fe, 88c0, 43f9, 0007, fd00, 43e9, feba
170 DATA 2449, 303c, 0145, 12d8, 51c8, fffc, 257c, 2007
180 DATA 4e71, 0042, 4eea, 0016, 33fc, 4ef9, 0003, 0066
190 DATA 41fa, 000e, 23c8, 0003, 0068, 4ef9, 0003, 000c
200 DATA 4eb9, 0003, 00ac, 41fa, 000e, 23c8, 0000, 0764
210 DATA 4ef9, 0000, 0500, 0c79, 5300, 0002, 85de, 660a
220 DATA 33fc, 702f, 0002, 85de, 606e, 0c79, 5300, 0002
230 DATA 8a68, 660a, 33fc, 702f, 0002, 8a68, 605a, 0c79
240 DATA 5300, 0002, 7974, 660a, 33fc, 702f, 0002, 7974
250 DATA 6046, 0cb9, 0002, 591e, 0002, 5438, 660c, 23fc
260 DATA 0000, 0000, 0002, 5438, 602e, 0cb9, 0002, 5546
270 DATA 0002, 523e, 660c, 23fc, 0000, 0000, 0002, 523e
280 DATA 6016, 0c79, 5300, 0002, 6f66, 660c, 33fc, 702f
290 DATA 0002, 6f66, 6002, 4e71, 0879, 0001, 00bf, e001
300 DATA 4ef9, 0002, 5000
```

Andy Grifo

64

STUNT CAR RACER

Type in the listing, run it, and follow the on screen prompts, you can now play Stunt Car Racer with Infinite Turbo.

```
0 IFA=1 THEN23
1 PRINTCHR$(147)
2 FORI= 49152 TO 49237 :READA$
3 L=ASC(LEFT$(A$, 1)):L=L−55:IFL<5THENL=L+7
4 R=ASC(RIGHT$(A$, 1)):R=R−55:IFR<5THENR=R+7
5 V=(L*16)+R:C=C+V:POKEI,V :NEXT
6 IFC<>8190 THEN PRINT "DATA ERROR!":END
8 PRINT "INSERT STUNT CAR DISK THEN PRESS ANY KEY"
9 POKE 198, 0: WAIT 198, 1:POKE 198,0
10 DATA 78, A9, 0F, 8D, 14, 03, A9, C0, 8D, 15
11 DATA 03, 58, 4C, 30, 03, A9, 1C, 8D, 93, 10
12 DATA A9, C0, 8D, 94, 10, 4C, 31, EA, A9, 29
13 DATA 8D, 67, 03, A9, C0, 8D, 68, 03, 4C, 30
14 DATA 03, A9, D0, 8D, 0A, 05, A2, 1A, BD, 3C
15 DATA C0, 9D, 0A, 07, CA, 10, F7, 4C, 00, 05
16 DATA A9, EE, 8D, 00, 25, A9, 03, 8D, 01, 25
17 DATA 4C, 00, 20, A9, 00, 8D, 34, F6, A9, 60
18 DATA 8D, 5D, 42, 4C, 17, 40, 00, 00, 00, 00
21 A=1:OPEN 1,8,15:PRINT#1,"UJ":FORT =1TO1000:NEXTT: CLOSE1
22 LOAD"*", 8, 1
23 SYS49152
```

WICKED

Infinite lives.
RESET, Poke 7478,173 and SYS 2560 to play.

Antonio Simonini

CABAL

To play with infinite lives you should reset on the options screen and type POKE 9905,189, to restart type SYS 2097.

To skip levels easily, reset on the options screen, type SYS 16258. The next level will now load from disk. When the drive stops your screen should be full of garbage. At this point reset once again and type SYS 2097 to restart.

If you repeat the steps above you will be able to load Level 3 and so on.

The level trick works on disk only.

Antonio Simonini

Send Your Pokes to:
Play To Win
CU
Priory Court
30-32 Farringdon Lane
London
EC1R 3AU

A software prize will be awarded to each submission printed.

HOW TO POKE (64)

Entering the listing is easy. Let's take the *Stunt Car* hack as an example. You will see that the program is structured into what we call lines, each beginning with a number. Following the listing, one line at a time, type in each character until you reach the end of the line — at which point press the RETURN key. When the final line is completed (line 23 on *Stunt Car*) check the listing for mistakes.

The flashing blob (cursor) should now be located directly beneath the final line and to the far left of the screen.

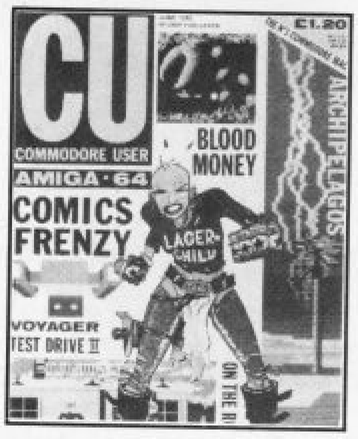
Type in the word 'RUN' followed by a tap of the RETURN key. If all is OK, the screen will clear and a message instructing you to type 'SYS 304' should show itself. Should a message to the tune of 'DATA ERROR' manifest itself onto your television screen, don't panic. Re-check the listing carefully and correct any errors.

Now do as the program says, and type in 'SYS 304' (the number may be different for other listings) followed by a tap of the RETURN key. Finally insert the cassette (fully rewound) into the tape deck and 'PRESS PLAY ON TAPE'. There, all done.

Tim and Ian Fraser

C.U. SPECIAL OFFER

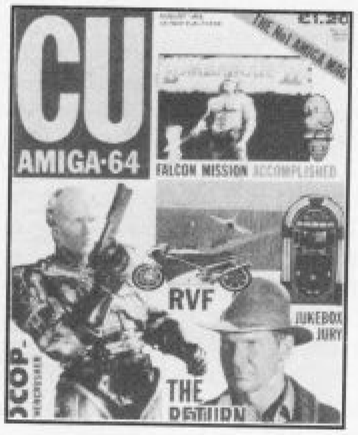






KICKING YOURSELF BECAUSE YOU MISSED A COPY OF





CU...?

WELL NOW'S YOUR CHANCE TO STOP!



THANKS TO THOSE VERY NICE MEN AT C.U. YOU CAN NOW COMPLETE YOUR SET



SPECIAL ORDER COUPON

NAME ....

ADDRESS ....

....

....

PLEASE SEND ME THE FOLLOWING BRILLIANT ISSUES:

☐ MAY 89 ☐ JUNE 89 ☐ JULY 89 ☐ AUG 89 ☐ SEPT 89 ☐ OCT 89

I HAVE CHECKED THE APPROPRIATE BOXES AND ENCLOSE A CHECK FOR (NO OF ISSUES x £1.20)

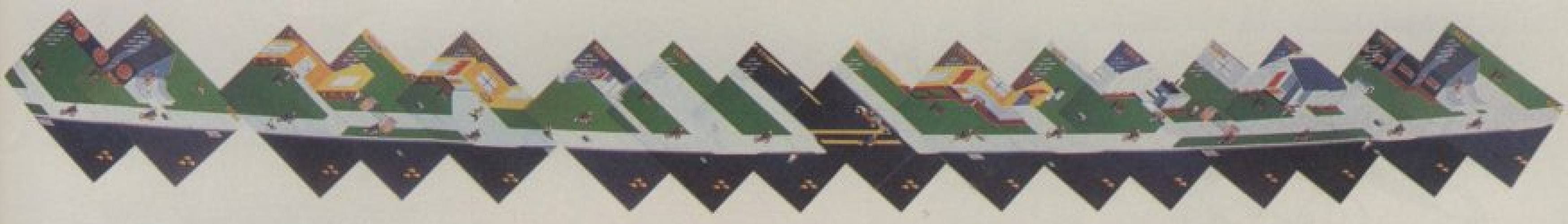
MADE PAYABLE TO "COMMODORE USER". SEND CHECK OR POSTAL ORDER TO COMMODORE USER BACK ISSUES, P.O. BOX 500 LEICESTERSHIRE LE99 0AA.

WHILE STOCKS LAST!

PLAY TO WIN



PAPERBOY



The conversion of Paperboy to the Amiga may be a little belated, but that won't come as any comfort to those of you who have lost their jobs. Here's a handy guide to keeping your round. . .

Here's some maps and tips for failed paperboys.

A hundred points are scored for the successful delivery of a paper into a mailbox or on a doormat.

Fifty points are scored for picking up a bundle of newspapers — this also resets the number of papers you have to eight.

Bonus points are awarded for breaking windows, lamps and gravestones and for knocking the lids off dustbins.

Go for as many broken windows as possible, as these will build up your bonus total which is added to your points total at the start of the target course.

Don't throw away your papers recklessly — make sure that you have enough left for the deliveries before the next paper bundle pickup.

Don't ride over drains or manhole covers as these will also cause you to crash.

Don't bump into anything that moves, as this will cause you to fall off your bike — some hazards may be stopped in their tracks by hitting them with a paper.

If you deliver a paper to every house with a mailbox (subscriber), you will score a perfect delivery and will be awarded an extra subscriber on the following day.

Don't hit the men in front of the houses with mailboxes, otherwise you will loose their subscription on the next day.

If you fail to deliver a paper to a subscriber's house, then he will cancel his subscription and will not be available on the following days.

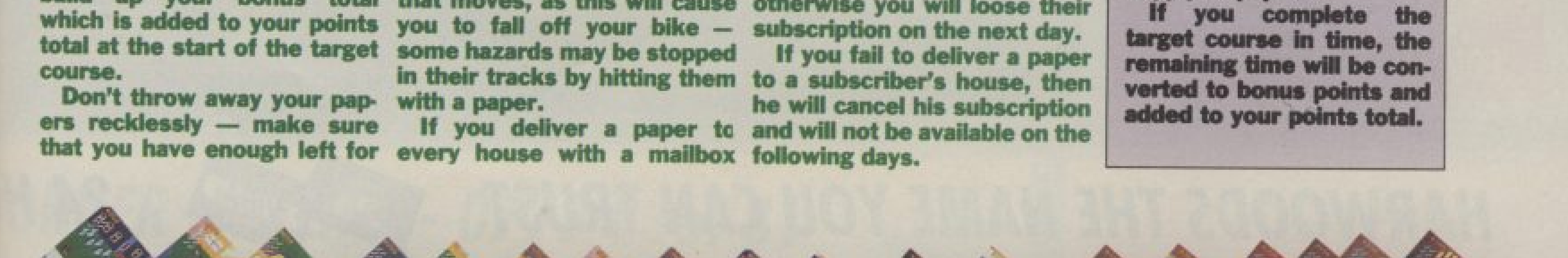
THE TARGET COURSE

250 points are scored for hitting a target.

On the target course, ride flat-out — do not slow down. Use your papers to hit only the targets — no points are scored for breaking the orange blocks with your papers.

Riding your bike over the ramps will replenish your supply of papers.

If you complete the target course in time, the remaining time will be converted to bonus points and added to your points total.





HARWOODS
YOUR FIRST CHOICE FOR AMIGA

POW
Pot

NEW AMIGA POWERPLAY PACKS
Yes, Gordon Harwood Computers have yet again improved the value of their legendary offers with the launch of the all new Powerplay Packs which now include mega releases such as BATMAN THE MOVIE, NEW ZEALAND STORY etc. etc. And, when you look at the list of over 20 extra items ITS GOT TO BE THE BEST DEAL DEALIN' DIEGO, YOUR AMIGA AMIGO, HAS EVER COME UP WITH! REMEMBER, ALL OUR PACKS CONTAIN AMIGA'S WITH THE FOLLOWING STANDARD FEATURES

- ❑ 512K RAM
- ❑ 1Mb Disk Drive
- ❑ 4096 Colours
- ❑ Multi-Tasking
- ❑ Built-in Speech Synthesis
- ❑ Mouse
- ❑ 3 Operation Manuals
- ❑ Workbench 1.3 System Disks
- ❑ Kickstart 1.3
- ❑ All Connecting Cables

ALL OUR PRICES INCLUDE VAT AND STANDARD DELIVERY SERVICE

Amiga POWERPLAY

PACK 1
PACK 1
PACK 1
PACK 1
PACK 1
PACK 1

THE COMPLETE AMIGA GAMES PACK RIGHT NOW!

The NEW AMIGA POWERPLAY PACK now comes with OVER TWENTY ITEMS ABSOLUTELY FREE! This adds up to MORE THAN £400 SAVING!

Amiga A500 Computer
(See std. features list)
BATMAN THE MOVIE
NEW ZEALAND STORY
F18 INTERCEPTOR
Buggy Boy
Ikari Warriors
Barbarian
Thundercats
Terrorpods
Art of Chess
Wizball

Mercenary Compendium
Insanity Fight
Amegas
Deluxe Paint II
Microblaster Joystick
10 Blank 3.5" Disks
Disk Library Case
Mouse Mat
Tailored Amiga Cover
Tutorial Disk
TV Modulator
(PACK 1 ONLY)

Brochure giving up to 16 nights FREE HOTEL ACCOMMODATION FOR 2 at over 250 Top UK Hotels
SEE WHAT WE MEAN ABOUT COMPLETE!
You won't need to buy anything else for ages!

£399

* OR SPREAD THE COST WITH OUR CREDIT FACILITIES



GORDON HARWOOD YOUR FIRST CHOICE FOR ANYTHING AMIGA!

Amiga POWERPLAY

PACK 2

Containing the Super Powerplay Pack 1, AND a Philips Stereo CM 8833 Monitor PLUS a Free Tailored Monitor Dust Cover...

Only... **£599**

Amiga POWERPLAY

PACK 3
PACK 3
PACK 3
PACK 3
PACK 3

NEW AMIGA AND COLOUR PRINTER PACK
Take our Powerplay Pack 2 and add Star's fantastic LC10 COLOUR PRINTER, to give you the ultimate colour home entertainment computer system!!!
Or, if you prefer an alternative printer from within our range, just deduct £209.95 and add the price of the printer you require. (Any printer can be chosen)

Superb Value... **£799**

PACK 4
PACK 4
PACK 4
PACK 4
PACK 4

NEW POWERPRO PACK 4 CONSISTS OF...
Amiga A500 Computer
Philips CM 8833 Colour Monitor
Star LC10 Colour Printer
'The Works' Integrated Business Software Package
Ten 3.5" Blank Disks & Library Case
Computer & Monitor Dust Covers
Mouse Mat

We Mean Business! For Only... **£799**

HARWOODS THE NAME YOU CAN TRUST

Access VISA

24 HOR

CREDIT FACILITIES

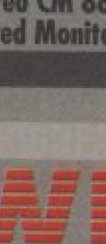
Gordon Harwood Computers are licensed credit brokers and facilities to pay using our Budget Account Scheme are offered on most items. APR 35.2%
12-36 Month credit sale terms are available to most adults, simply phone or write and we will send written details along with an application form.
(NB. Applications are required in advance).

* **Credit terms with or without a deposit, can be tailored to suit your needs.**

ORDERING MADE EASY - COMPARE OUR SERVICE

ORDER BY PHONE: Phone our 24Hr Order Hotline using your Access, Visa or Lombard Charge Cards quoting number & expiry date.
ORDER BY PHONE: Make cheques, bankers-building society drafts or postal orders payable to GORDON HARWOOD COMPUTERS.
(NB. Personal or business cheques require 7 days clearance from date of receipt before goods can be despatched)
PAY AT YOUR BANK: If you wish to pay by Credit Giro Transfer at your own bank, phone for details.
FREE POSTAL DELIVERY: Goods in UK Mainland (5-7 day delivery).
OR COURIER SERVICE...Add £5 per major item for next working day delivery, UK Mainland. (Orders normally despatched on day of receipt of payment or cheque clearance).

After you've purchased from Harwoods we'll still be here to completely satisfy you should any problems arise.


'DIEGO'

12 MONTH WARRANTY: If goods prove to be faulty within 30 days of purchase they will be replaced with a NEW UNIT. For the remainder of the guarantee period, all warranty repairs will be made FREE OF CHARGE!
COLLECTION FACILITY: Any faulty computer or monitor can be collected from your home FREE OF CHARGE during guarantee period (UK Mainland only)
FULL TESTING PROCEDURE: All computers are thoroughly tested prior to despatch, all items are supplied with mains plug where required.

Eaten by the wolf? Hounded by your boss? Worry no more. With the help of Palace, Mark Patterson has conquered the chronosphere, saved Earth and has still had time to write some tips.

FUTURE WARS



PLAY TO WIN

Nearly all the puzzles have something in common: they involve you using an object. This will often be located earlier in the game, and unless you know what you're looking for you'll miss it. The easiest way to avoid becoming stuck is to search all the locations thoroughly. Examine absolutely everything as well as using the Operate command on objects.

In the small room with the descending ceiling examine the keypad. Operate the pad to enter the code from the typewriter that stops the ceiling lowering, but do be quick.

In the transporter room examine the machine and press the green button. Put the paper in the slot and follow by hitting the red button. Some documents should then be ejected from the machine; grab them, then run like merry hell for the spotlight.

You should find yourself transported back into the dark ages. Head left across the screen, following the little green path which runs along the swamp. Stop near the mosquitoes and zap them with the repellent. Examine the ground near where the mosquitoes were to get the pendant.

When you've got the cloths from the lakeside go into the town and walk round the back of the castle and up to the big tree. Go up close, select Operate, and a coin should drop down. Enter the tavern and listen to the conversation. Go up to the castle gates and show the pendant to the guard. When you come out of the castle take the guard's lance. Go back round to the big tree and use the lance on the monk's robe. Return to the lake and fill the plastic bag with water, Run back to the castle screen and off the bottom. Approach the wolf and throw the water on him.

Once inside the monastery walk around the sides of the room in the same direction as the monks. Go through the third door. When the Abbott tells you to get his wine go back round to the first door and go in. Take the gold cup and enter the second door. Use the cup on one of the top barrels. Go back to the Abbott and wait for him to fall unconscious. Take the remote control from his robes and use it on the cabinet at the far side of the room. Take the magnetic card and go into the wine cellar. Once inside use the control on the middle-top barrel then enter the secret passageway. You are now in the prison room.

And that's all we're giving you. From there on You're on your own, or you could use the tips on the next page.

Wasteland
Sift through the rubble in the bottom right corner of the first screen, that gives you the blowtorch. Hidden in the white rubble is the fuse, take that, then go through the manhole.



PLAY TO WIN



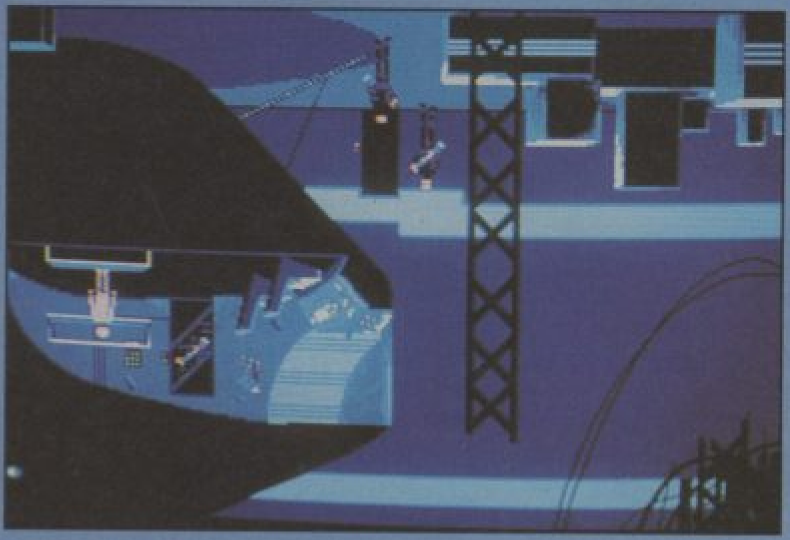
Inside the office
Once inside the office, open the cupboard with the key and check out the typewriter. Then get the paper from the drawer.



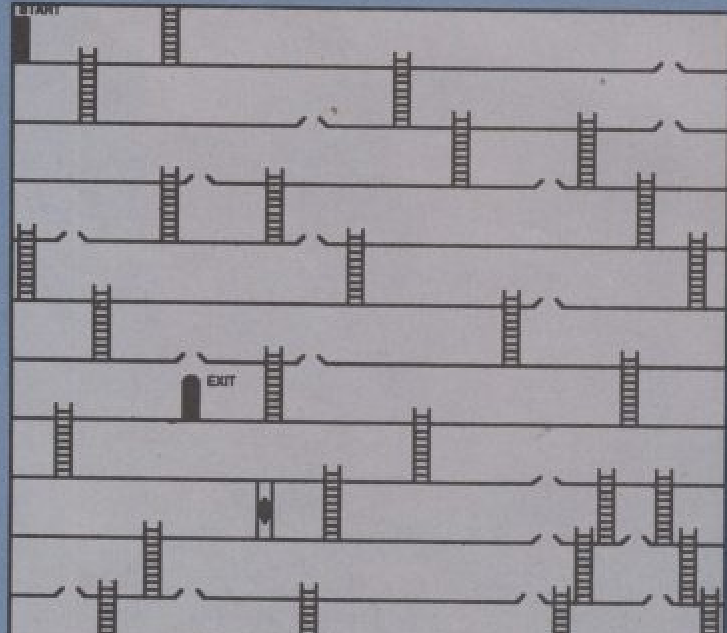
Outside the office
Take the bin liner, open the door and take the flag. There are a couple of things hidden, the insect spray in the cupboard and the key under the carpet. You'll also need an empty bucket on the sink and a full bucket on the door.



Shuttleport
Replace the fuses at the bottom of the stairs to get the TD working. Wait for the hostess to check her make up, then run between the arrows. Remember, too, to look at the map and put the red flag in the hole.

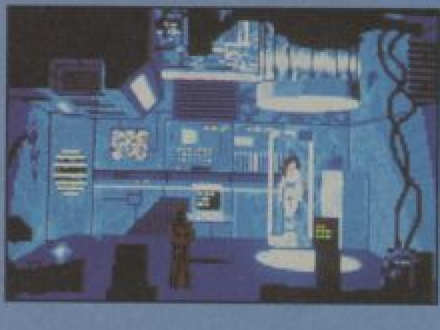


Crughon Ship
Wait until the door starts opening, then eat the invisibility pill. Run down the stairs avoiding the guards and hide by the boxes.





The Lake
Examine the tree on the left of the screen. Take the rope and use it to climb the branch. Then take the cloths.



Prison Room
Get the gas can from the bottom of the case. Then run the magnetic card through the computer's slot.

Crughon Base
Here's a map to help you out of the Crughon Base before the time is up.

WHAT'S THE SCORE?

MicroProse's action games feature a depth of realism, excitement and strategy rarely seen before in computer entertainment.

TWO SCORE GOLD PIECES

Pirates, played by over a quarter of a million square miles, offers unparalled gameplay and adventure on the high seas;

SCORE TO SETTLE

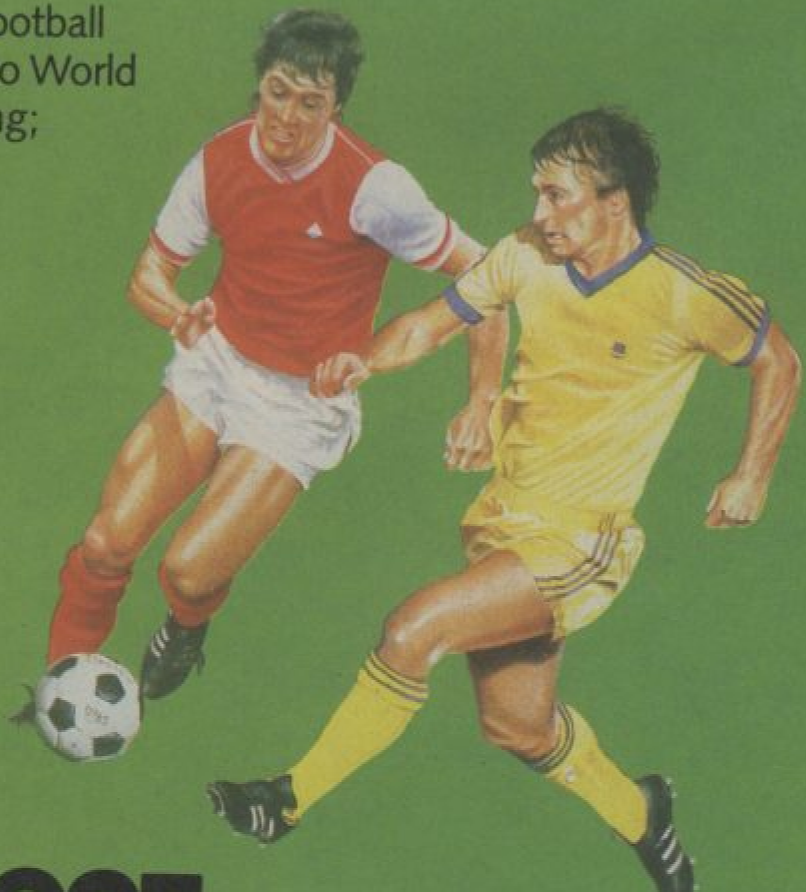
Airborne Ranger's fast-paced action challenges your skills and reflexes over a dozen missions deep behind enemy lines.





WHAT'S THE SCORE?

Soccer was the world's first true football simulation – from indoor league to World Cup Final, it's just like the real thing;



MICRO PROSE

SIMULATION • SOFTWARE

MicroProse, Unit 1, Hampton Road Industrial Estate, Tetbury, Glos, GL8 8DA.

Stepping from the mists of time, CU's legendary tipster Mark Patterson chronicles hours upon hours worth of Myth making and tip taking. . . .

MYTH

LEVEL 1 STAGE 1

The first stage, Hades, is tough. First off you have to collect some fireballs. To do this you need to keep attacking the Harpies until they drop some. Select the 'balls and go to the platform down/right from the start location. Here's where you get the sword, the most useful item in the game. Use the fireballs to dispatch the skeletons until one of them leaves a sword behind. If you have any fireballs left waste them and switch to the sword. Go back to the top of the screen and run right. En route keep attacking the Harpies for extra energy and in order to collect more fireballs.

Hack down the skeleton from the ceiling. Next take the shortest route to the bottom of the level (this means following the skeleton). This bit calls for some action; attack all the skeletons and try to drive them into the fire. The best combination of moves that I found was a kick followed by an overhead chop. If you've done this correctly you'll find yourself confronted by a demon. You need to be quick and use the fireballs to blow it away.

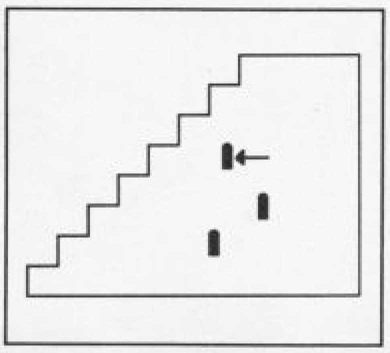
Collect the trident and go to the top right of the level. Once more you need to be very quick and use the trident to kill the Chimera. Run through the tunnel to complete the first level.

LEVEL 1 STAGE 2

The gladiators on this section can be jumped, though it's more fun to kill them. When you do reach the woman, be careful; she's actually a nymph, which sounds a lot nicer than it is. Approach slowly and follow her hand signals. If you get past her you come across a larger statue of Achilles, something that isn't there just to make the game look pretty. If you remember the legend you'll know where to hit this well-heeled gentleman. Collect his shield and keep going until you get to the temple.

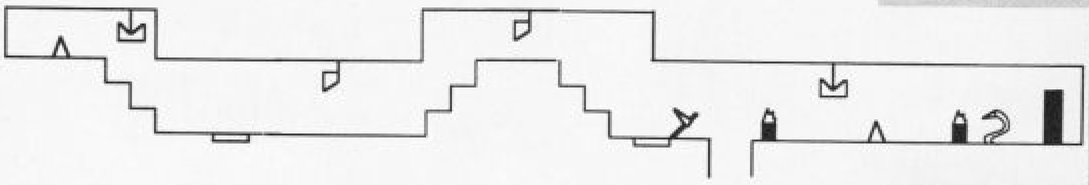
LEVEL 1 STAGE 3

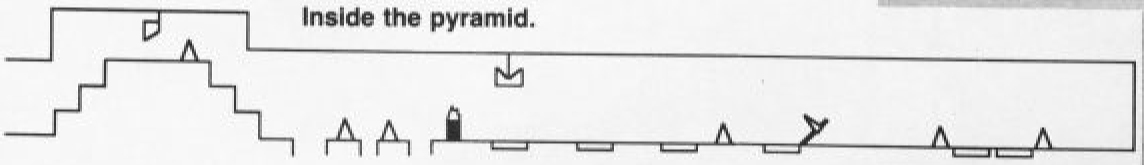
Once inside you need to use a combination of jumps to negotiate the platforms. As soon as you see Medusa hold your shield, otherwise she'll give you a look that you wouldn't give your mother. Try to get as close to her as possible then change to the sword and lop off her head. Collect her cranium and advance to the Hydra. It's obvious how you bump off this one, but remember to kill from top to bottom.





PLAY TO WIN







LEVEL 2 STAGE 1

Spectacular is the best way to sum up the Longship stage. Once more it's time for out-and-out combat. Watch out for the raven, it's your ticket out of there.

LEVEL 2 STAGE 2

Disembark from the Longship and return to battle. Don't be alarmed when your sword disappears; it comes back even more powerful. Kill the trolls and elves that drop daggers which can be used to attack at long range, though you need to save some for later.

Keep going until you reach the fire. Your sword is no good against the imps who are buzzing around, but use the fire brand to beat them off. When the fire goes out keep all the daggers you find.

Next comes Nidhogg, the not so friendly immortal dragon. Injuring him is your best policy. So slash him in the throat and use a salvo of daggers to wedge the wound open. You can be guaranteed that a profusely bleeding throat will keep him occupied long enough for you to get past.

Once through the gates of Valhalla slaughter absolutely everything you meet, but be careful when you reach the axeman. Climb up to the top of the map and collect as many daggers as you can, then use them to dispose of the Eye. Jump through the door and brace yourself for the next section.

LEVEL 2 STAGE 3

Hopefully you now have enough daggers to complete this stage. Every time Thor appears throw as many as you can at him, until you've defeated him. Odin will now sidle up to you, and it's not for a chat. Deal with him in the same way as Thor, and you should come out on top.

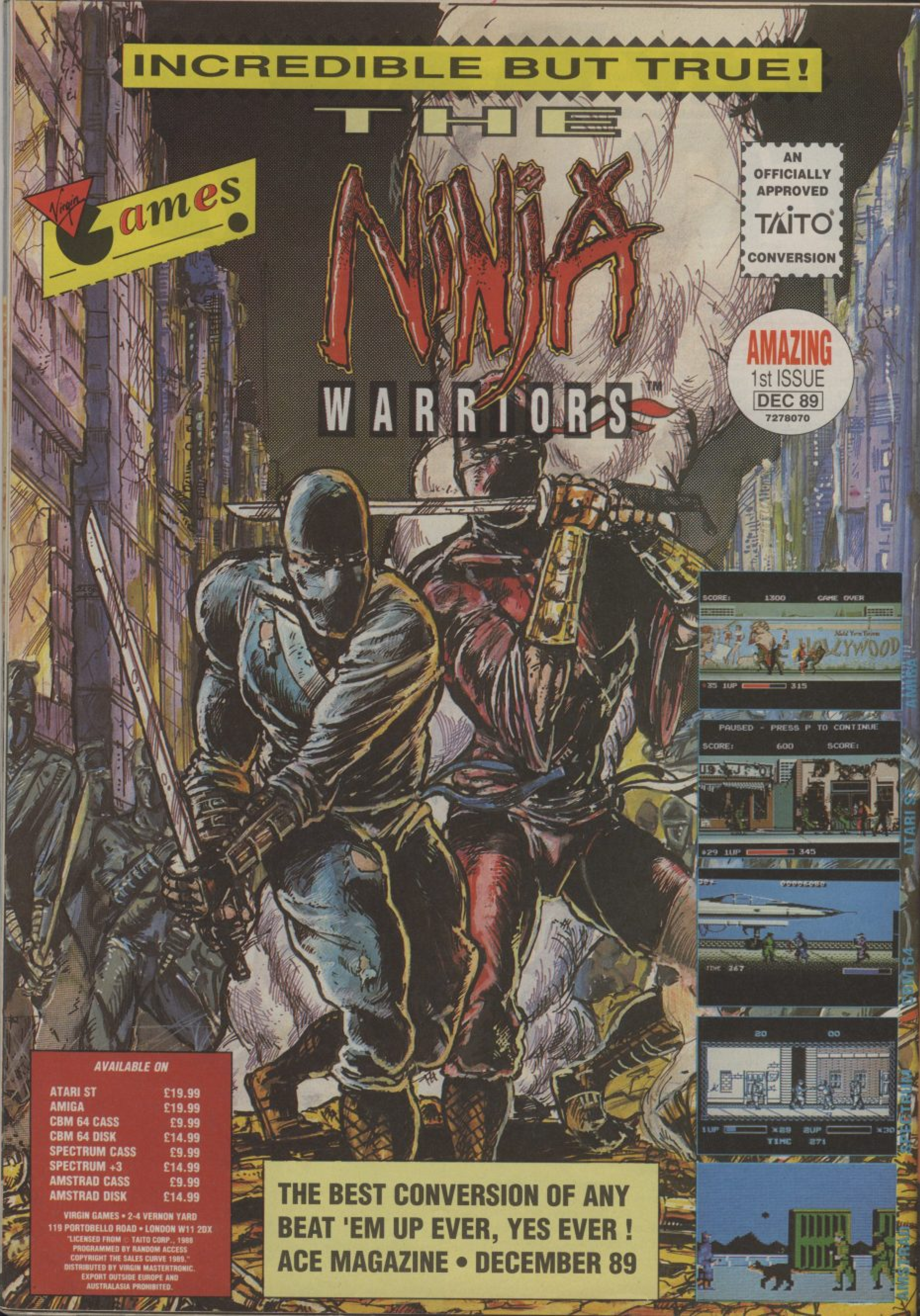
LEVEL 3 STAGE 1

It's time to use the handy map to pinpoint where the entrances are. Stand on the switch and when the door opens wait in front of it to enter.

Once inside try to find the Egyptian with the shooting head dress. Kill him, collect the hat and use that as a weapon. Killing the ordinary men should result in one of them dropping an Ankh symbol.

Standing in front of a wall-mounted Ankh symbol to increase your energy. Break all the vases you come across; you should be aiming to collect four in total. Seek out Anubi's dog, kill it and receive a gift.

By now you should have entered King Tut's chamber. Use the jars on the shelves to activate the next section.


INCREDIBLE BUT TRUE!
THE
NINJA
WARRIORS™
Virgin Games.
AN OFFICIALLY APPROVED TAITO CONVERSION
AMAZING
1st ISSUE
DEC 89
7278070
SCORE: 1300 GAME OVER
HOLLYWOOD
PAUSED - PRESS P TO CONTINUE
SCORE: 600 SCORE:
AMIGA
ATARI ST
CBM 64
SPECTRUM
AMSTRAD
AVAILABLE ON
ATARI ST £19.99
AMIGA £19.99
CBM 64 CASS £9.99
CBM 64 DISK £14.99
SPECTRUM CASS £9.99
SPECTRUM +3 £14.99
AMSTRAD CASS £9.99
AMSTRAD DISK £14.99
VIRGIN GAMES • 2-4 VERNON YARD
119 PORTOBELLO ROAD • LONDON W11 2DX
"LICENSED FROM © TAITO CORP., 1988
PROGRAMMED BY RANDOM ACCESS
COPYRIGHT THE SALES CURVE 1989."
DISTRIBUTED BY VIRGIN MASTERTRONIC.
EXPORT OUTSIDE EUROPE AND
AUSTRALASIA PROHIBITED.
THE BEST CONVERSION OF ANY
BEAT 'EM UP EVER, YES EVER !
ACE MAGAZINE • DECEMBER 89

PLAY TO WIN

PLANNING

There are two routes you can take with your city, fast and unstable or slow growth and a healthy economy. A fast growth city leads to all sorts of problems: overcrowding, pollution, high crime and empty coffers in the treasury, like a computer version of Detroit. Personally I like to create a huge urban jungle, totally environmentally unfriendly with a crime rate that runs off the chart; it gives you more to play around with.

On the other side of the coin a slowly built city, if correctly planned, will contain average sized buildings and an economy that will be running in the black.

Careful planning at the start of the game is the key to a successful city. Bad planning leads to transport problems, pollution, power stations in built up areas and, ultimately, a massive redevelopment project.

Start with the power station. If you're aiming to build a big city fast go for a nuclear station; it's expensive but the amount of times my city suffered brownouts is unbelievable. Next step is to zone residential areas. Start with two adjoining each other, and make them a healthy distance away from the power station. Next zone two industrial areas, away from the residential areas. A commercial zone should be placed near to these particular places. Link all the separated areas by roads then hook them up to the power grid.

ENLARGING A CITY

In order to expand a city you need two things, an increasing population and a profitable economy. Otherwise concentrate on improvements tied into civic demands. Increase the amount of residential zones by two. If all the industrial zones are full, zone some more away from the previous ones. The same applies to commercial areas. If you think your city is big enough with a strong economy build a port; this increases trade within the city. It also has the added bonus of increasing land value in the surrounding area making it perfect for industrial zoning.

Make sure that new residential areas are built when existing ones are full. If you don't it will give the Sims something to moan about.

MAINTENANCE

In order to keep a city running smoothly you'll need to respond to the demands of the Sims (when they say jump, you hit the ceiling). It is also worthwhile remembering that every city will go through a period without growth. At times like these it may be worth increasing taxes for basic improvements, then lowering them the following year.

SOS

If you're city looks like it's sliding down the toilet you'll really have to work overtime. Start by concentrating all your efforts on the residential zones, because once people start leaving on a large scale your city is technically dying. Increase the tax rate by a percent, and cut transport budgets by ten percent, so at the end of a year you have some money to spend. Invest in park land around the residential zones; this increases land value and makes the area nicer for Sims to live in. Follow that up in the next year by dealing with the problem which is receiving the most civic attention; but if it proves too expensive deal with a problem you can afford. Make a two percent tax cut for one year. The low tax rate should attract people and promote industrial growth.

On the whole try to deal with the problems the Sims are moaning about, followed up with a tax cut. Never try to make money by putting the tax rate above ten percent. Unless you have an exceptionally perfect city you'll be committing political suicide.

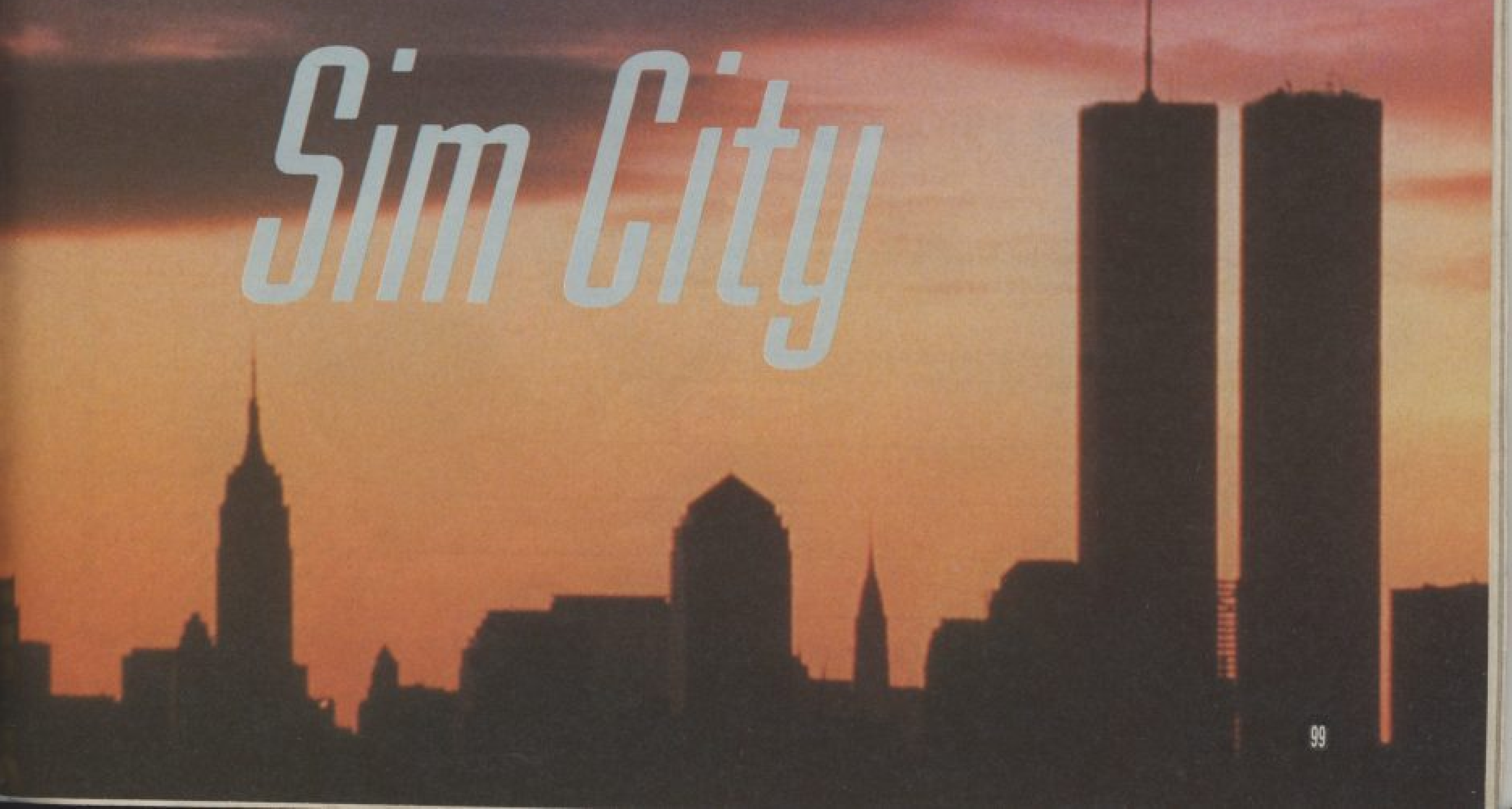
MODERNISING YOUR CITY

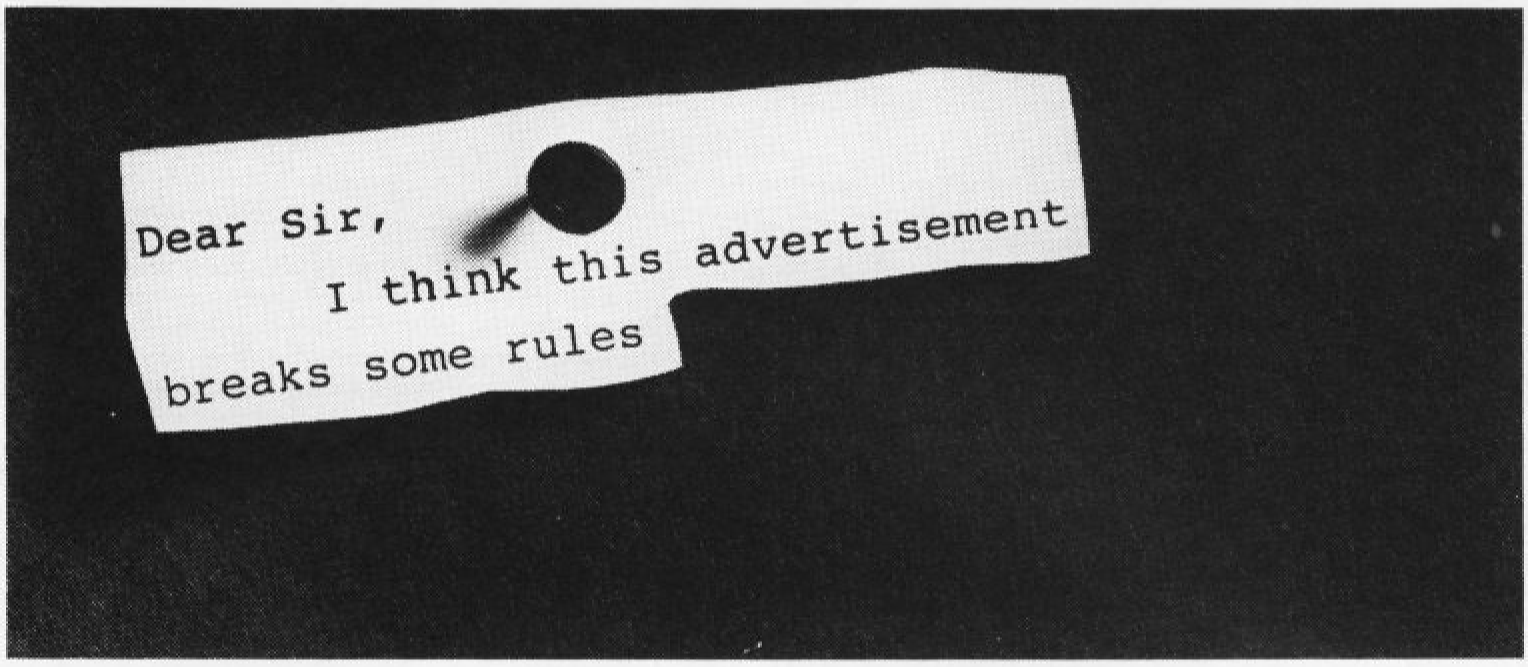
Airports and sea ports are the key to bringing your city in line with the times, and will make you some cash in the process. Experiment with more park land, not just to increase land value but to make the place look good.

Probably the most drastic move you can take with a city is replacing the roads with railways. This is a useful move as it reduces traffic congestion, but it also soaks up more maintenance money.

Don't be afraid to experiment — if you think that it's a good idea for every residential zone to have its own power station or industrial zone, try it. You never know — it might be very successful.

Sim City





Advertisements are expected to conform to rules and standards laid down by the Advertising Standards Authority. Most do. The few that don't we'd like you to write in about.

And if you'd like a copy of these rules for press, poster and cinema advertisements, please send for our booklet. It's free.

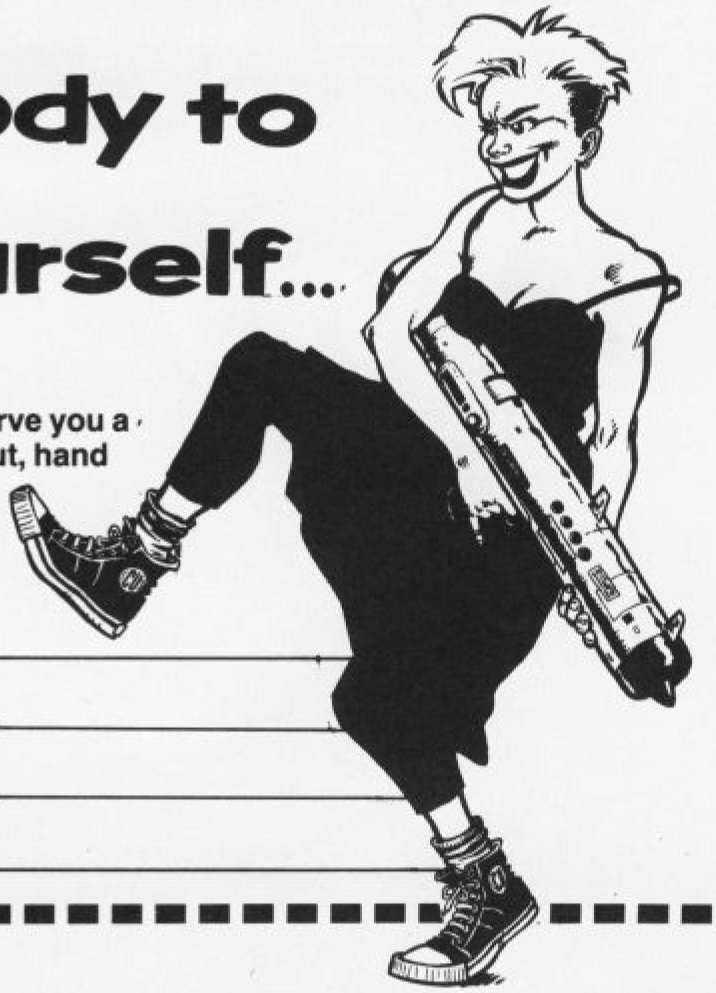
The Advertising Standards Authority.
We're here to put it right.✓

ASA Ltd., Dept. Y, Brook House, Torrington Place, London WC1E 7HN.

This space is donated in the interests of high standards of advertising.

CUT THIS OUT AND GIVE IT TO YOUR NEWSAGENT

You've nobody to kick but yourself...



. . .if you don't tell your local newsagent to reserve you a copy of the month's raddest read. So cut this out, hand it over and relaaaaax. . .

Please Mr Newsagent reserve me a copy of Commodore User every month

Name ____________________

Address ____________________

____

____

THE ULTIMATE UTILITY CARTRIDGE COMES OF AGE!

NOW ACTION REPLAY Mk VI IS HERE

FOR CBM64/128



THE MOST POWERFUL, FRIENDLY AND FEATURE PACKED UTILITY CARTRIDGE EVER CONCEIVED!

TURBO LOADER — Load 202 block program in under six seconds - world's fastest disk serial loader. On-board Ram and Rom achieves such high loading speeds. Works with 1541/1571/Oceanic/1581.

INFINITE LIVES GENERATOR — Automatic infinite lives!!! Very easy to use, works with many programs. No user knowledge required.

PROF MACHINE CDE MNTR — Full 64K Freezer Monitor - examine ALL memory, including stack, I/O area and registers in their frozen state. Ideal for de bugging or just for fun!

SPRITE CONTROL — Freeze the action and view the sprites - watch the animation - customize your games - kill sprite collisions.

FREEZER FACILITY — Now you can make your old slow loading programs load faster. Simply freeze the action and save to tape or disk to reload at superfast speed - no more waiting for programs to load.

DISK COPY — Easy to use disk/file copier. Much faster than conventional methods. Ideal for backing up data disks.

TAPE TURBO — This feature will add Turbo Reload to the programs that you save to tape - no user knowledge required.

FAST FORMAT — Format an entire disk in about 10 seconds - no more messing about.

PRINTER DUMP — Print out your frozen screen to printer - MPS 801, 803, Epson, Star, etc. - very versatile.

CENTRONICS INTERFACE — For parallel printers, Star, Epson, etc. Print out listings with graphic characters etc. (Cable required for parallel port £12.99).

SCREEN EDITOR — Now you can edit the entire frozen screen with this text editor - change names on high scores, etc. Great fun!

EXTENDED TOOLKIT — Many single stroke commands for Load, Save, Dir, etc. Plus range of extra commands, i.e. Auto Number, Old, Delete, Merge, Append, Linesave, etc.

THE REVIEWERS SAID
"I'm stunned, amazed and totally impressed. This is easily the best value for money cartridge. *The Cartridge King!*"
Commodore Disk User

THE ACTION REPLAY MK VI IS NOT ONLY THE WORLDS FASTEST TURBO LOADING CARTRIDGE BUT IT IS PACKED WITH ALL THE FEATURES YOU HAVE EVER NEEDED AND THEN SOME MORE!!!

HOW TO ORDER...

ALL ORDERS DESPATCHED WITHIN 48 HRS

PHONE	POST	FAX
0782 744707 24hr Credit Card Line	Send cheques/POs made payable to "Datel Electronics"	0782 744292 UK ORDERS POST FREE EUROPE ADD £1 OVERSEAS ADD £3

PRICES AND SPECIFICATIONS CORRECT AT TIME OF PRESS AND SUBJECT TO CHANGE WITHOUT NOTICE

DATEL ELECTRONICS

DATEL ELECTRONICS LTD.,
FENTON INDUSTRIAL ESTATE
GOVAN ROAD, FENTON,
STOKE-ON-TRENT,
ENGLAND.

TECHNICAL PHONE LINE 0782 744324

GRAPHICS SUPPORT UTILITIES DISK

SLIDE SHOW. View your favourite screens in a slide show type display.
BLOW UP. Unique utility allows you to take any part of of a picture & 'blow it up' to full screen .
SPRITE EDITOR. A complete sprite editor helps you to create or edit sprites.
MESSAGE MAKER. Any screen captured with Action Replay or created with a graphics package can be turned into a scrolling screen message with music.
ONLY £9.99

Bug-eyed &

B movie monsters from little green men to gore fiends

B movies inspired Cinemaware's It Came From The Desert, but what inspired the B movie makers, and why are they such a cult with film-goers? Steve James goes square-eyed finding out.

B movies. They're turkeys aren't they? They've got ludicrous plots, fading ham actors (or better still embarrassing debuts by contemporary stars); and they feature wave upon wave of cardboard fiends which are too dumb to realise their imminent doom. Best of all, they're just so bad they're positively good, which is why so many people watched them . . . right?

Wrong. Formulas can work but bad movies bomb and appealing to the cinemagoer's sense of irony has never pulled in the masses. B movie reruns may be pushed into the twilight schedule, as with Channel Four's series 'The Killer Bs', but at the height of the Fifties mania for alien invasion movies phenomena such as the 'Insectothon' — quadruple bills of giant insect flicks — were packing out the drive-ins. Today, their modern equivalents — some of the more outrageously plotted splatter flicks — still make up a sizeable proportion of total video rentals. Take a look at the current tabloids. Changes in values and news distribution has heralded some wild and tacky Sun-loving plots — Red Ken's Web vs the Scientist and her Cabinet, for instance. Four million people read a B movie every day, so why be surprised if people used to watch them?

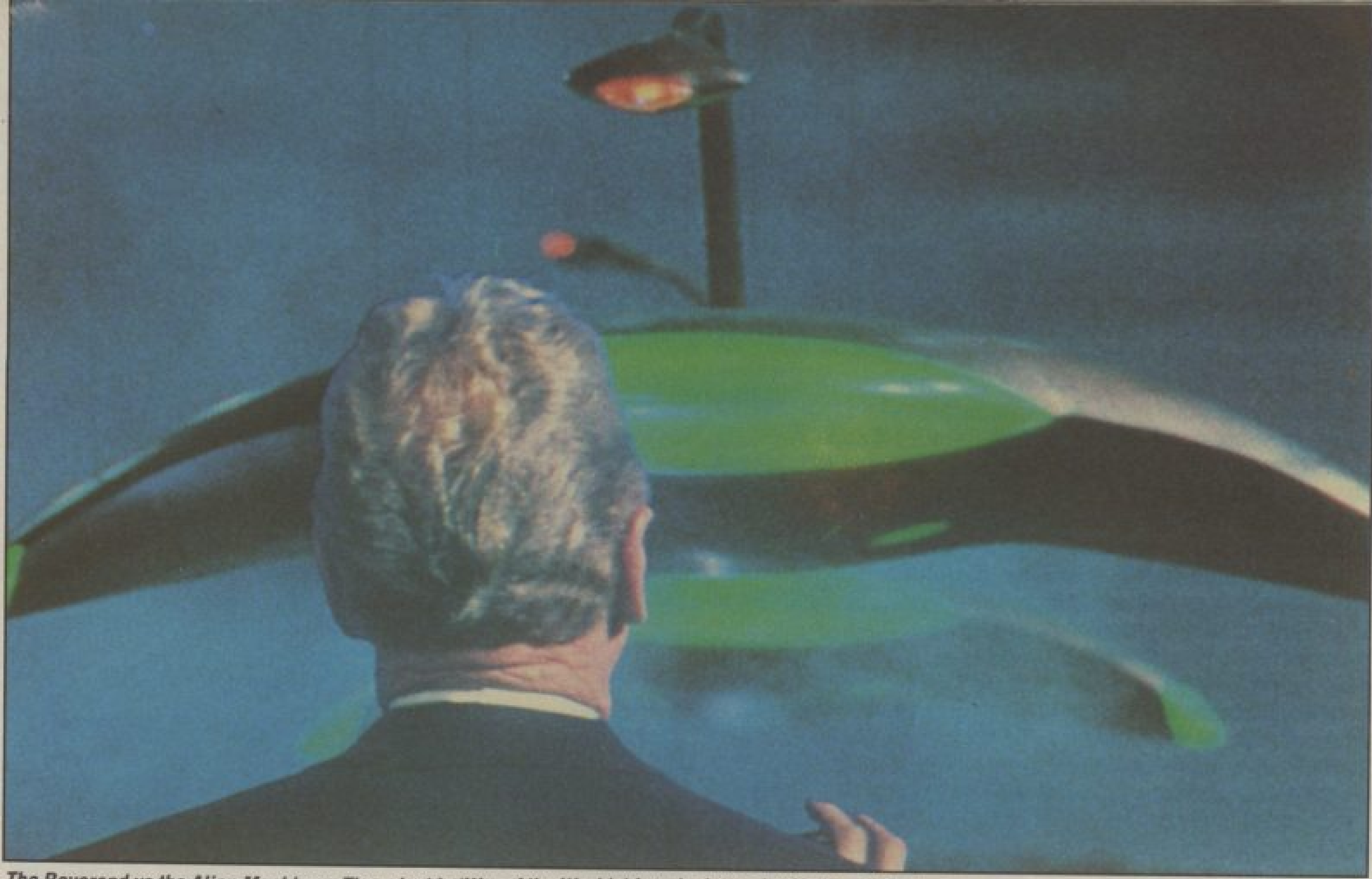
Behind each successful B flick lie four enduring factors: a shrewd, competitive studio, lean and hungry film makers in search of a break (or seasoned old pros in need of the cash) and a succinct line in exploitation. Most importantly of all you need a monster which threatens the fate of the world.

None of this is particularly new. When the movie industry started science fiction was in its infancy, so the 'monsters' available were slightly more conventional and were culled from the penny dreadfuls — cheap books or magazines with lurid stories and covers which could rot your brain. Drugs, alcohol, gambling and Oriental or Eastern European mad scientists made their screen entrances, along with juvenile delinquency and white slave trading (nobody seemed *too* concerned at the time about the trade in black slaves). Such films had titles like 'Marijhuana, Black Tobacco of the Devil', 'Ten Nights in a Bar Room', 'Gambling Exposed', 'Invisible Ray', 'Enlighten thy Daughter' and 'Smashing of Vice Trust'.

Working on more of a hunch than market research, the studios figured that they could alternate these themes in one to five-year cycles. They pretty well got away with it until 1939



"Stand back, folks, we're gonna blast the marqueé" ('The Day the Earth Stood Still').



The Reverend vs the Alien Machines. The priest in 'War of the Worlds' found a latter day Valley of Death.

Headless



Bleeeaargh, the remake of 'The Thing' at times was like a gore flick.

when the world discovered a monster more hideous than any scriptwriter's most fevered flight of fancy and the B flicks did their bit for God and country with 'Teenage Nazi', 'Hitler — Dead or Alive', 'Hitler — Beast of Berlin' and 'Hitler's Hangman'. It may have been our finest hour but it certainly wasn't the cinema's. B movies had to wait a few more years before their own golden era when, in fact, they were actually billed like A films. They had to wait for Hiroshima, the V2 rocket, and communist witch hunts. Most of all they had to wait for small town folk to believe that they'd seen Unidentified Flying Objects. The B movie, it seemed, had finally found its monsters.

Between 1950 and 1959 almost two-hundred alien invasion films were made. Perfectly capturing the mood of the times they played Cold War paranoia against an ambivalence toward technology. At the same time there was an unprecedented interest in special effects (no matter how cheap), dating, mass car ownership, and even more dating. What better treat for young Joe Public than to take off to the drive-in and make out in front of 'Attack of the Giant Leeches'? Monster movies were scary but they were undeniably lots of fun.

There were two types of monster flick. The first had aliens with even more weapons than the US marines ('War of the Worlds', 'Invasion of the Saucerman', 'It! The Terror from Beyond Space!'). The second featured terrestrial invaders — mutant spiders, ants, rodents, praying mantises ('Tarantula!', 'Them!', 'The Killers Shrews', 'The Deadly Mantis') — created by a nuclear catastrophe, a failed laboratory experiment, or the impact of a comet. Other terrestrial invaders were long lost life forms, which had been reawakened — once again —

by a nuclear catastrophe, a failed laboratory experiment, or the impact of a comet ('From Hell it Came', 'The Creature with the Atom Brain', 'Cape Canaveral Monsters').

There were two distinct types of hero, too. There was the rather rough loner whose basic instinct was not to namby around with these aliens, or, more often, there was the lone scientist whose job was to search out the monster's weakness. Invariably the latter starts out being disbelieved by the authorities and townsfolk alike. That in the end they rally round him and acknowledge there's a problem more often than not is due to the fact that large numbers of them have been killed as much as to the weight of his evidence.

A scientist in Fifties B Movies rarely kills off the beast unaided. Once he's found the Achilles' heel it's up to the might of the Pentagon to make use of his discovery. B movies used newsreel of military manoeuvres as commonly as stock footage of H bomb tests and natural disasters. Cheap and nasty it may have been, but it did lend an air of contemporaneity.

Films such as 'Donovan's Brain', 'Fiend Without a Face' and 'The Fly' were more Gothic in style. Scientists who meddle with nature always get their comeuppance. When Leo G. Carroll (better known as Mr Waverly in The Man from U.N.C.L.E. series) was bitten by a forty foot spider in 'Tarantula!' it served him right for creating it. One way or another alien invasion films of the 1950s always ended up with mankind being triumphant but humbled. If the scientist dies that was one way of getting the message across, if — as was more often the case — he lived to see the Sixties he would always have the final say ('Look to the skies', 'We are not alone', *Don't mess with the planet*). People are predicting that the next round of B movies will have environmental themes: but what else was 'Godzilla v the Smog Monster' but an early eco-horror?

Some of the classics of that period took liberties with the formula. The Martians in 'The War of the Worlds' were killed not by soldiers or by science but by 'the simplest of God's creatures', the common cold virus. 'The Creature from the Black Lagoon' was basically a reworking of the age-old love story, 'The Beauty and the Beast', just as 'Forbidden Planet', was a modern day version of Shakespeare's 'The Tempest' (the alien monster in this film was merely a projection of Prospero's subconscious). One of the most memorable, 'The Incredible Shrinking Man', neatly inverted convention and had radiation causing humans to get smaller, rather than insects to get bigger. 'The Incredible Shrinking Man' humbled its protagonist to an extent that no similar film could manage. 'We'll be together so long as you wear that ring,' the hero's wife tells him, at which point the wedding ring slips off his diminishing finger. And as he approaches the size of an atom, there's precious little else to do than to resign himself to his mortality and to speculate transcendentally that he's really at one with his universe.

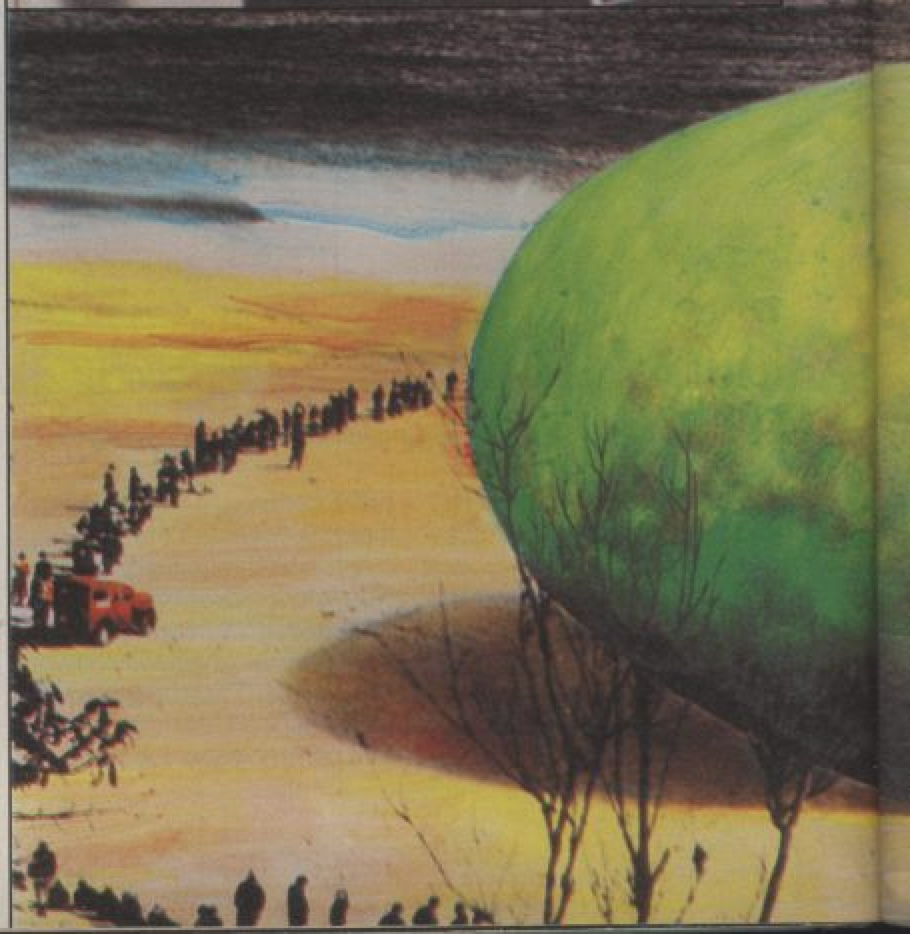
A couple of these 'B' movies made real strides forward in production techniques. 'The Creature from the Black Lagoon' helped to pioneer 3D cinema. Amongst other things, 'Forbidden Planet', like 'The Third Man' and its zither music, is one of those films which have become memorable for having a soundtrack composed solely on a weird and wonderful instrument. In this case it was the Ondes Martinot, a huge electromagnet which makes a quivering sound when you cut across its field and which had previously been used only by avant garde composers like Stockhausen.

Most B movies, however, never strive forward in anything. Fifties sci-fi will best be remembered for a few classic films, but by the end of the decade the genre had deteriorated into unadulterated youthschlock such as 'Teenage Monster' and 'Teenagers from Outer Space'. B movies didn't quite disappear in the Sixties. As far as the Japanese were concerned — and it wasn't surprising considering what had happened — there was still plenty of mileage in space operas which featured mythological dragon-like demons reawakened by atomic explosions. Godzilla clones were by far the most popular sort of monster but there were others, including a whole series of films which featured King Kong as a nuclear powered robot.

American TV needs a constant stream of storyline 'blips', tension which peaks before each of the numerous

'War of the Worlds' and Tokyo lays a turkey ('Godzilla vs the Thing').





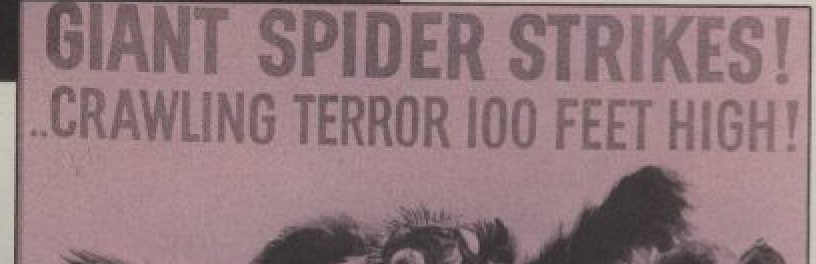
AN A TO Z OF 'B's

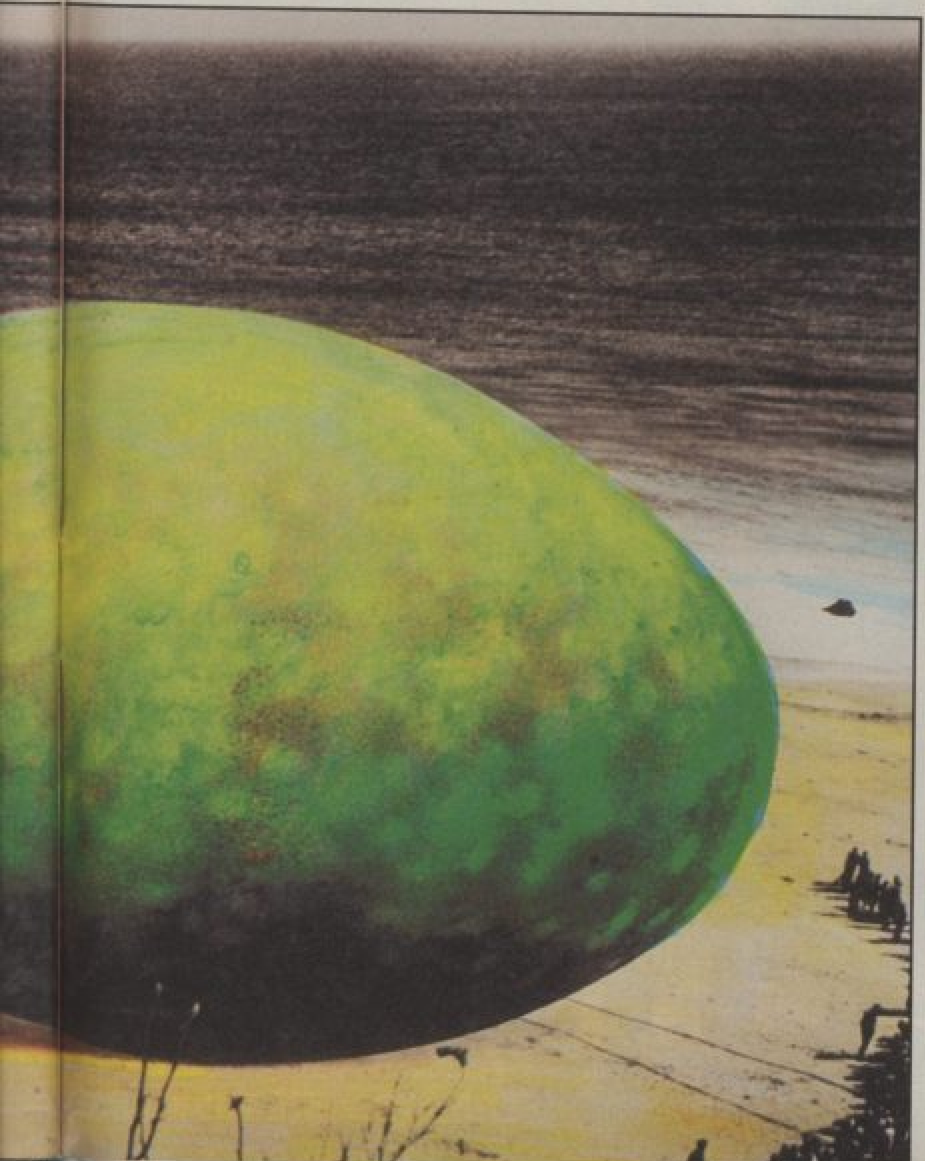
Attack of the Fifty Foot Man
Bowery Boys Meet the Monsters,
Commander Cody,
Sky Marshall of the Universe
Devil Girl from Mars
Earth vs the Spider
Flying Disc Men from Mars
Giant Gila Monster, The
Hideous Sun Demons, The
It! The Terror from Beyond Space
Killer Shrews, The
Leech Woman, The
Monster on the Campus
Night of the Blood Beast
Outer Space Visitor
Panther Girl of the Kongo
Queen of Blood
Radar Men from the Moon
Satan's Satellites
Twonky, The
Unknown Terror
Visit to a Small Planet
Wasp Woman, The
X — The Unknown
Zombies of the Stratosphere



Says she to he: "I hate you, your armpits stink and your paint's peeling off" (from the gloriously bad 'Phantom From Space').

commercial breaks. B movie sci fi with its melodrama and cliff hangers translated perfectly into Sixties' programmes such as 'The Twilight Zone' and 'Outer Limits', or the more whimsical 'Lost in Space'. But when it came to Hollywood, the monster film had to take a well earned rest. It's worth noting, for instance, the difference in attitude between the B films and the Bond films. The James Bond movies and their imitators were phenomeinally successful. But despite the fact that the early Sixties saw the Cuban missile crisis, the building of the Berlin wall and the start of the Vietnam war, they shared remarkably little of the cold war obsession of their predecessors. The early Bonds always closed with a massed military shoot out; super villains in these spy films were always threatening the world with nuclear Armageddon — yet Bond treated technology with insolence. Far better to be concerned with how best to







ALL THESE SPECTACULAR HITS IN A SPECIAL PACK!
IT'S GOTTA BE...
THE BIZ
BATMAN THE CAPED CRUSADER
"Believe me this is brilliant, a finely-honed arcade adventure which is the best comic licence ever – you'd be batty to miss it." CRASH SMASH.
TM & © DC COMICS INC 1988, ALL RIGHTS RESERVED.
SIZZLER
A CRASH Smash
R-TYPE
"Here at S.U. we think it's about as close to an ultimate space blast as anyone will ever get. Fab." SINCLAIR USER.
© IREM CORP 1987.
OPERATION WOLF
"What more could anyone ask for in a shoot-em-up. Operation Wolf, simply is The Business." CRASH SMASH.
© TAITO CORP 1988.
RESCUE THE HOSTAGES !
AA RAVE
C+VG HIT!
DOUBLE DRAGON
"Skillfull programming has taken the superb graphics and addictive game play of the monster arcade hit and faithfully reproduced it on the home computer."
"THE BIZ"
THE GREATEST COMPILATION EVER
ocean
SPECTRUM · AMSTRAD
COMMODORE
CASSETTE £14.99
ALSO AVAILABLE ON
COMMODORE DISK £17.99
Ocean Software Limited · 6 Central Street · Manchester · M2 5NS Telephone: 061 832 6633 · Telex: 669977 OCEANS G · Fax: 061 834 0650



Insy, winsy Tarantula!

bed the birds and to be seen wearing Italian-style suits with narrow lapels.

As far as exploitation was concerned, a new cycle of films emerged which resembled superficially the juvenile delinquent and marijuana movies of the Twenties and Thirties. These new movies rode on the back of the explosion in pop music. There were the surf movies: 'Beach Party' ("when 10,000 bodies meet 5,000 beach blankets"), 'Muscle Beach Party' ("when 10,000 biceps meet 5,000 bikinis") and 'How to Stuff A Wild Bikini', (the poster left this one to the imagination). Then there were the LSD flicks: 'The Hippie Revolt', 'The Love-ins', 'Hallucination Generation' ("you will experience every jolt. . . . the Beatnicks . . . Sicknicks . . . their debauched dreams and frenzied fantasies").

But it was the Sharon Tate murders and the psycho Hells Angels movies of the late sixties which pointed toward the shape and content of the re-emerging monster flick, along with the release in 1967 of 'Astro Zombies', a futuristic splatter film in the style of the Mondo movies (semi arthouse, shoestring budget gore films of that period).

The backwaters of America has always held a morbid fascination for the cinema. Film makers have often seen redneck Americans as being a dangerous group of crazies, little better, in fact, than aliens (witness 'Southern Comfort', 'First Blood', and 'Race with the Devil'). When 'The Texas Chainsaw Massacre' (1974) came along and — more importantly — 'Night of the Living Dead' (1969), monster movies came back into fashion — but they turned B movie sci-fi totally on its head.

In a film such as 'Them!' radiation created mutant beasts and it was up to small town folk to fight for their existence. In 'Night of the Living Dead' radiation turned rednecks into monsters and it was up to saner members of the public to fight for their existence. This time around the film ends not with the National Guard blowing away the nasties but mistaking the hero for one and shooting him instead.

This emphasis on both collective and individual psychosis has been the hallmark of the contemporary monster flick, even in those films which most resemble B movie sci fi (the medical and environmental horrors 'It's Alive!' and 'Sssnake!'). Both 'The Blob' and 'The Thing' have recently been remade, but it's the cynical, low budget video rental films which are today's B movies.

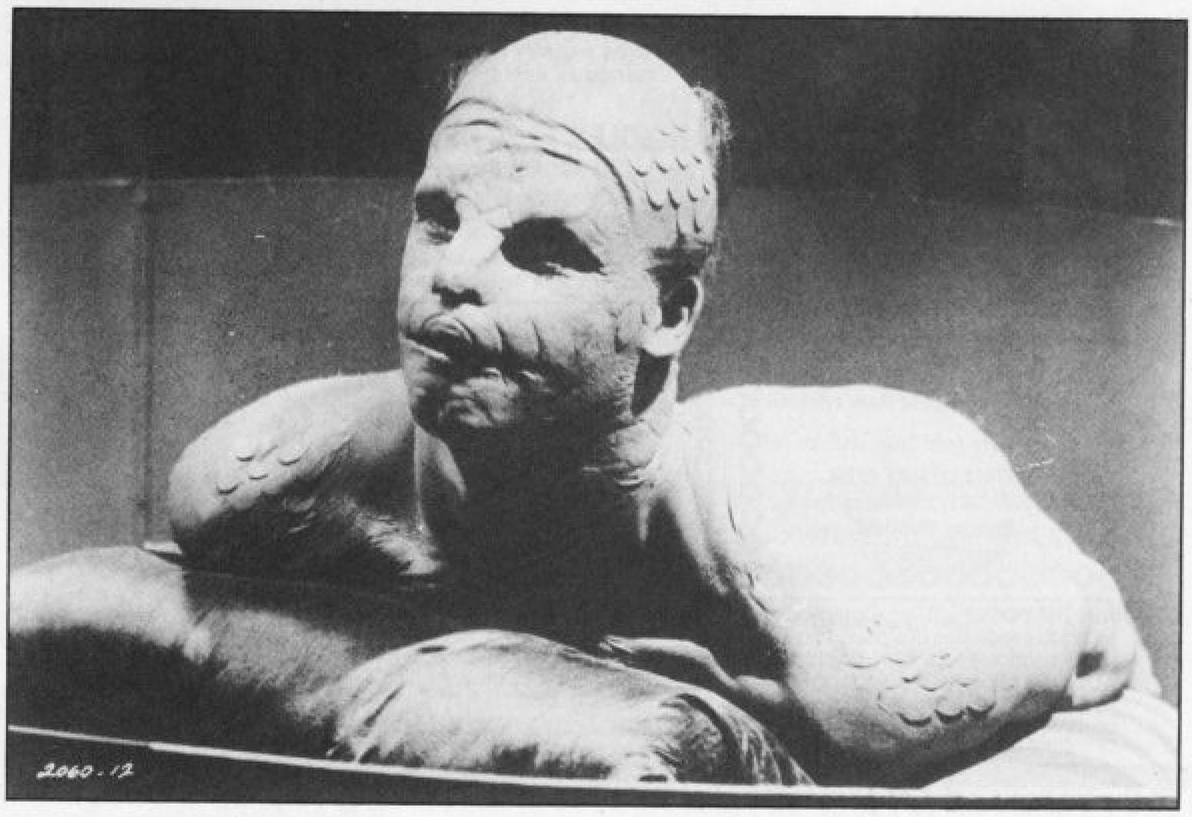
The monsters in these are little more than a nightmarish extension of the serial killers, muggers and child molesters of which you hear so much in the news. The B movies of the fifties reflected a tabloid obsession with red hysteria, today's equivalent reflects our preoccupation with violence. The public's imagination, like its monsters, continues to mutate and rear its heads.

B movie compo overleaf

B MOVIES MOGULS

The producers were the kings of the studios and it was inevitable that some would become legends. Kroger Babb may sound like a marble-free genius in a sci-fi film, but he was, in fact, one of the most merciless producers of and publicists for B movies in the business. Otherwise known as the eponymous "Mr PIHSNAMWOHS" (spell it backwards), Babb sold movies like a barrow boy, promising sports merchandise prizes for audiences and running featurettes to appeal to particular patrons — 'The Best is yet to Come (All there is to know about cancer)' for women, a 'one-hundred percent non-sectarian Eastman Color' Jesus flick for the Bible Belt. Years later, Joe Solomon pumped gas into the ventilation system of cinema theatres then called the press to get a picture of people fainting at a shocking new movie.

In 1973 a scientist turned a man into King Cobra ('Ssssnake').



CU SELL-OUT CU

TO ADVERTISE IN SELL-OUT CALL FIONA McMAHON ON 01-251 6222

VIRUS FREE PD

PUBLIC DOMAIN SOFTWARE FOR THE AMIGA

DEDICATED TO THE TOTAL ANNIHILATION OF VIRUSES

FREE MEMBERSHIP — ALMOST ANY PD SOFTWARE AVAILABLE

£ 2.25 PER DISK — £20.00 FOR 10 DISKS

Catalogue disc available for £1.50

ALL DISKS ARE INDIVIDUALLY TESTED TO ENSURE THAT THEY ARE DISTRIBUTED VIRUS FREE.

WE WELCOME OVERSEAS ORDERS.

(SPECIAL INTRODUCTORY OFFER TO NEW MEMBERS) WITH YOUR FIRST ORDER OF 5 OR MORE DISKS, WE WILL INCLUDE OUR VIRUS KILLER DISK AT NO EXTRA CHARGE

FOR A FREE LIST OF THE SOFTWARE THAT WE HAVE IN STOCK, PLEASE SEND AN A5 SAE TO:

VIRUS FREE PD. 23 ELBOROUGH ROAD, MOREDON, SWINDON, WILTSHIRE, SN2 2LS. Tel: 0793 618343

AMIGA USER wants new contacts. 100% reply. Send your disks and letters to: Daniel Hoff, Fullriggerun 20, N4056 Tananger, Norway. Tel: +47-4-699515.

FORBIDDEN PLANET

We have an astonishing range of comics, graphic novels, books, memorabilia, posters, T-shirts and toys.

71 NEW OXFORD STREET
LONDON WC1A 1DG
01-836 4179
and
01-379 6042

C64 CONTACTS WANTED! Send disks and letters to: Terje Glenne, Blakiokkev. 4, 2050 Jessheim, Norway. Disks = 100% reply. Send hot and fast!

MATRIX SOFTWARE HIRE

THE CHEAPEST OF THEM ALL

Top games titles for Spectrum, Commodore, Amiga and Amstrad, please state system

For details send large SAE to:

MATRIX LEISURE CLUB
Dept c.u., 271, Stanstead Road, Bishops Stortford, Herts CM23 2BT

WIN THE POOLS with my Commodore 64 pools prediction program. I have! Mathematical probabilities, not form, £12.95 for cassette, disk soon. K. Pitman, 20 Chester Way, Fellgate, Jarrow, Tyne and Wear NE32 4TJ.

HINDLEY ELECTRONICS

COMPUTER REPAIRS
FAST FAST FAST

STANDARD CHARGES

Commodore C64 **£25**
Commodore C64c **£29**
Commodore +4 **£25**
Commodore C.16 **£21**
Commodore 128 **£32**
Commodore Vic 20 **£18**
1541 disk drives **£32.50** (excluding R/W heads)
Commodore IC's please ring for details.
Amiga 500 repairs **£40**

All prices inclusive of VAT and return postage including insurance.

Please ring before posting.

3 months warranty on repairs with average 24 hour turn round.

Dept C.U.
HINDLEY ELECTRONICS
97 Market Street
Hindley, Wigan
Tel: (0942) 522743

The Standard Charges to not apply to machines with multiple faults.

COMMODORE SUPPLIES

C64 Power Supply	£19.95
CBM Plus 4 Power Supply	£29.95
C-16 Power Supply	£12.99
1530 Datasette	£29.95
1531 Datasette	£27.95
Serial lead (for d/drive/printer)	£5.95
100 5¼" disks DSDD	£29.95
10 3½" disks (Sony Branded)	£12.95
Simon's Basic Extension	19.95

Prices include VAT and P&P. Allow up to 14 days for delivery. Chq/PO to:
OMNIDALE SUPPLIES (CU), 23 Curzon Street, Derby NE1 2ES. Tel 0332 291219

COMPUTERISED VIDEO DIGITISER for CBM 64, as new. Will sell for £110. Darra Noland, North Parade, Co. Wexford, Ireland. Tel: 055 21268. Disk games £3 each.

WIN

For the wackiest piece of lineage — either computer games related or non-computer games related!

A C.U. POLO SHIRT

AND

A HIGH TECH WATER WATCH

To enter, fill in the form below and return with cheque or postal order.

WIN

AMIGA USER wants contacts. Send disks and letters to Warren, 42 Forest Close, Streetly, Sutton Coldfield, West Midlands, B74 2JZ. Beginners helped.

CLASSIFIED ORDER FORM

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15
16	17	18
19	20	21
22	23	24
25	26	27
28	29	30
31	32	33
34	35	36
37	38	39
40		

Lineage — 25p per word to private idividuals — 20 words min. 40 words maximum. 35p per word to Trade. 20 words min. — 40 words maximum
Semi-display — £13 for S.C.C. Ring 01-251 6222.
All classified and semi-display advertising is pre-payable.
When paying for advertisements please add on 15% for VAT.

Warning

It is illegal to sell pirated copies of computer games. The only software that can be sold legitimately through out classified section are genuine tapes, disks, or cartridges bought from shops or by mail order from software houses. **Commodore User** will press for the maximum penalties to be brought against anyone breaking these rules. We regret that due to large-scale swapping of pirated software we can no longer allow swaps of tapes, disks, or cartridge in our classified section

All classified ads are subject to space availability.

PLEASE PRINT CAPITALS

I enclose cheque/P.O. for £ .... made payable to *Commodore User*.

Name ....

Address ....

Total number of words........................

Post to: **AD. DEPT. COMMODORE USER, 30-32 FARRINGDON LANE, EC1R 3AU.**

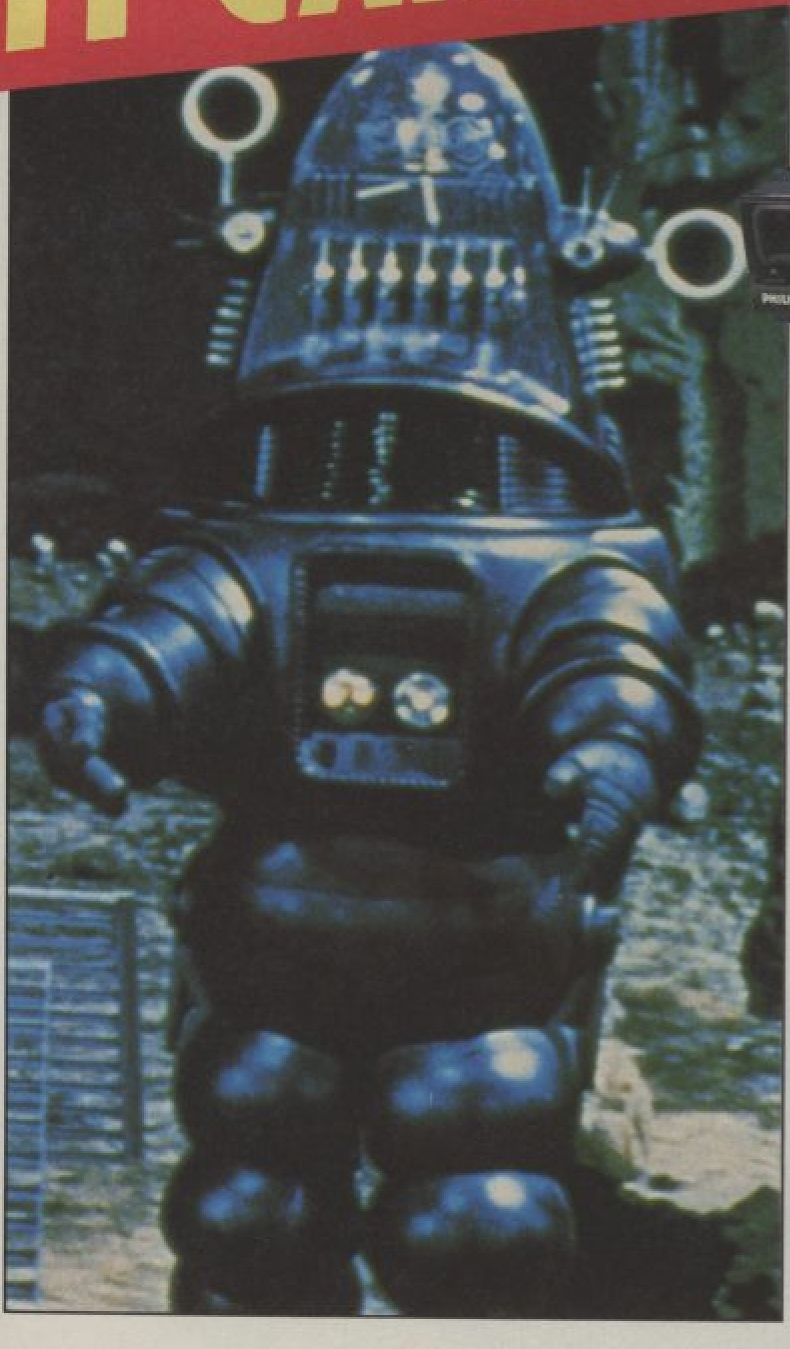
TO ADVERTISE IN SELL-OUT CALL FIONA McMAHON ON 01-251 6222

CU Compo



IT CAME WITH A VCR!





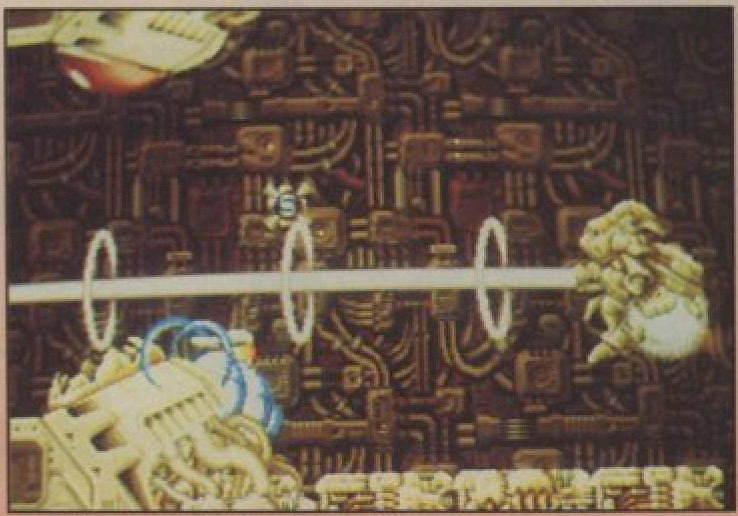
WATCH MONSTROUS OLD MOVIES!

Earth AD 1990 . . . The tie-in, *It Came from the Desert* . . . the creatures from Mirrorsoft have a prize for you — a Phillips video recorder with telext and a copy of 'Forbidden Planet' for the winner . . .

10 RUNNERS UP WILL WIN FORBIDDEN PLANET

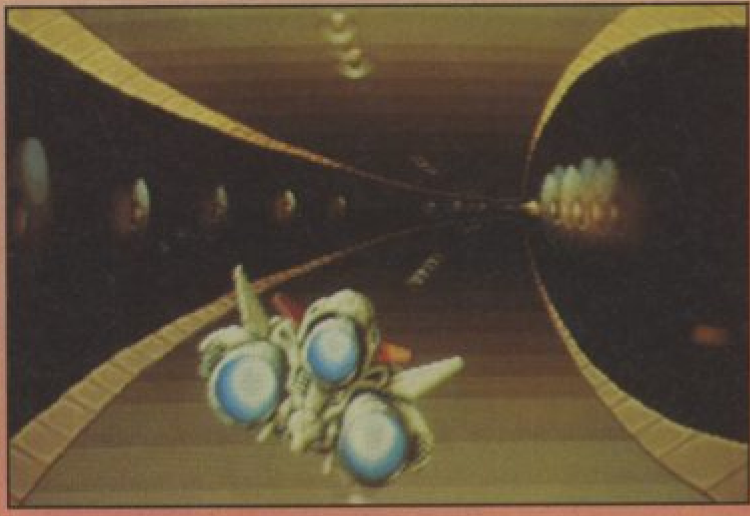
Earthlings, all you have to do is to tell us the name of the robot in this film. Was it a) Roderick b) Randolph or c) Robbie?

Answers on a postcard to CU B Movie Compo, Commodore User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, to arrive no later than 30th January 1990.


Your ship comes to an unsightly end.


Heading under a crab ship in search of a new weapon.


Familiar ring lasers seek out the enemy.


A shot from the intro sequence.

R-TYPE II

IREM

It was only a matter of time before this happened. Irem have been gearing up to putting out a sequel to *R-Type* for some time. Games like *X Multiply* and *Dragon Breed* have shown that they're back on form, so now they hit us with the big one.

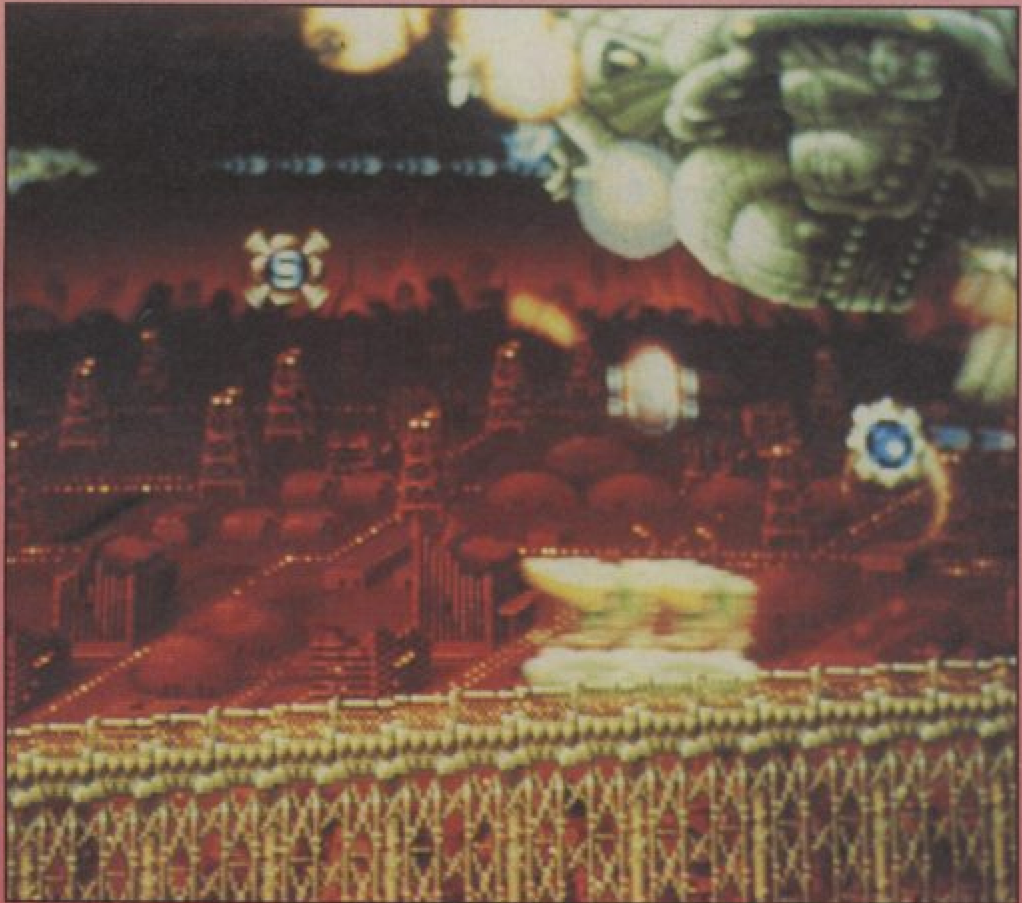
The only surprising thing is that it's taken so long for them to produce a follow up. The original appeared in Aug '87 so it's taken them nearly three years to come back to it for more. That's a long time in the coin-op business — it took Taito a year to follow up *Operation Wolf* with *Operation Thunderbolt*. In an industry that's fast running out of ideas then, *R-Type II* is something of a latecomer.

For some it couldn't come too soon. *R-Type* is arguably the best shoot 'em up of all time. It's certainly a classic design, and one that's been cloned con-

ADES



End of level guardian.



A huge enemy ship floats over some oilfields.

Thanks to Electrocoin for providing the pictures.

sistently ever since. It's hardly surprising then, that Irem have chosen to clone it themselves for the sequel, because essentially *R-Type II* plays and looks much like *R-Type I*.

In essence, *R-Type II* can be seen as another six levels of the original. The designers haven't even bothered to give it the facility of simultaneous two player action. Of course to diehard fans of the original this won't matter the slightest.

The game has a new opening sequence in which the ship is seen from behind, barrelling down a tunnel before launching into space to face the hordes of enemy ships that greet it. The game then continues in familiar style, with the early part of level one given an almost identical design as *R-Type I* (hordes of little craft followed by a narrow entrance into futuristic world.)

Irem's stance has clearly been not to mess with a successful formula, because from then on it's more of the same, with identical weapons from the orb to the bounce lasers appearing in succession as you shoot certain enemy ships.

This all sounds very negative, but of course on the other hand you still have an immensely playable shoot 'em up. Any similarity is quickly forgotten as you are absorbed into more classic blasting action. Graphically the game retains its detail and its nice muted colouring. The sepia tones which dominate many of the backgrounds are a pleasant change from the garish reds and blues many other games settle for.

As you'll gather *R-Type II* develops the theme of its precursor little. What you get is an above average shoot 'em up that is going to be very popular. But like *Double Dragon II* it is a bit of a disappointment because it represents designers erring on the side of safety rather than experiment. I'd be surprised if it had quite the impact as the first version.

GRAPHICS	89%
SOUND	80%
PLAYABILITY	90%
CONVERTABILITY	87%
OVERALL	86%

CU

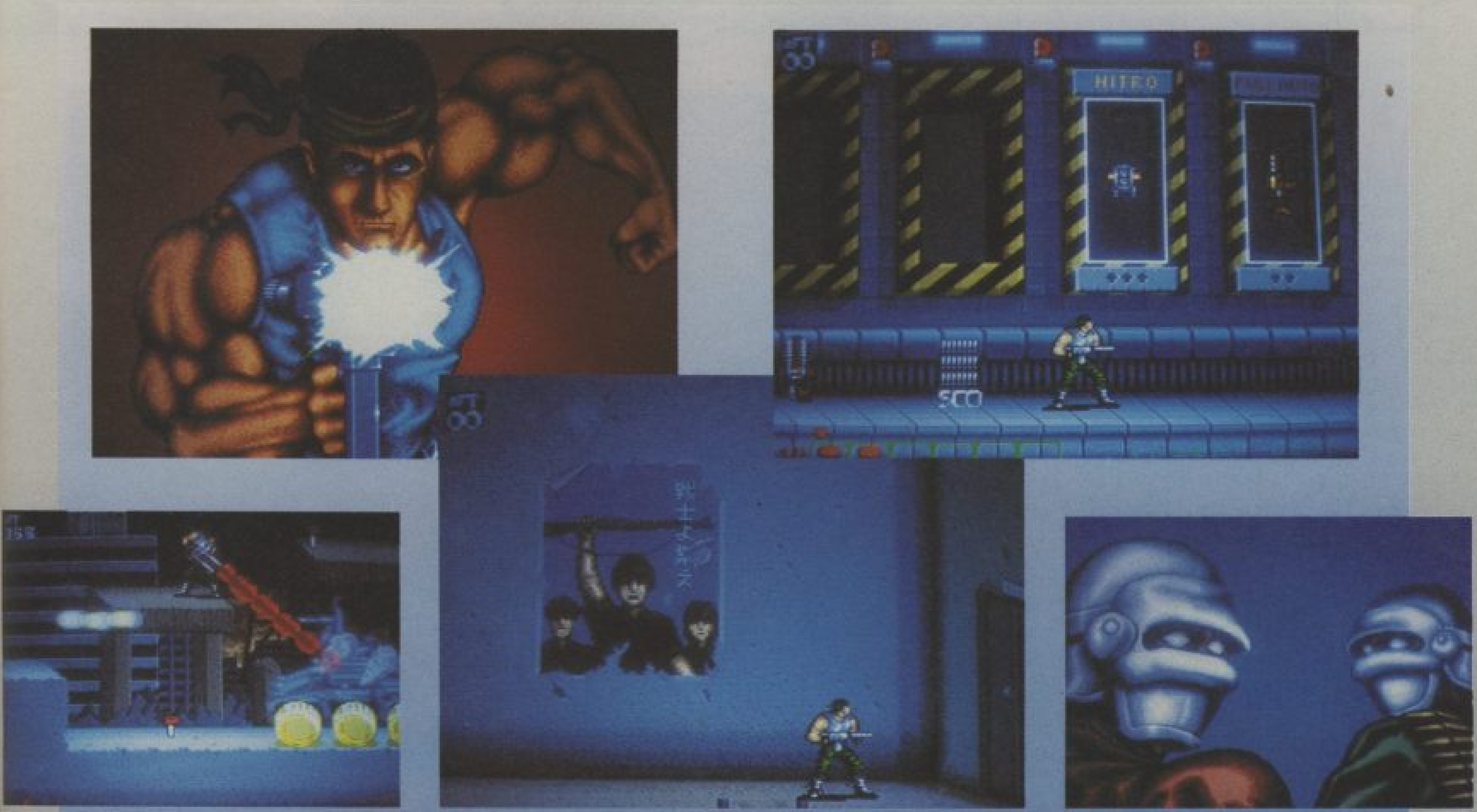
THE populace stand massed outside the fortified walls of Priory Court. They're armed and chanting 'we want to vote'. Many are armed with ballot sheets. Democracy threatens to bring down the autocratic regime that has reigned at CU in the shape of a tyrannical editor. The readers will have their say, and it shall be called THE 1989 READERS' POLL. The votes for this will be totalled together with those of other EMAP magazines to find the winners of the prestigious Golden Joystick Awards. Check next month's issue for the form. Kick down those statues!

VOTE!

PLUS All your favourites. We mop up the late reviews, the ones that missed Christmas, and the year's first releases. We might even get around to reviewing *F-29 Retaliator*, but unlike everyone alse we thought we'd wait until it was finished. Otherwise we should have Amiga version of *Blade Warrior, Space Ace, Dynamic Debugger*, exclusives of *Crackdown* and *Black Tiger*, and anything that floats to the surface of the software pool.

ALL THAT REMAINS is to wish all our readers a Happy New Year, and (wipes a happy tear from the corner of his eye) to thank everyone for their support in 1989.
Fade slowly to the far off strains of the crowd singing Auld Lang Syne. . . .
THE FIRST CU OF THE NINETIES APPEARS ON JAN 26th. A new era of gaming begins then.

NEXT MONTH



DATA EAST

MIDNIGHT RESISTANCE

It's payback time, literally. Your entire family has been kidnapped and you're the only one with the power to save them. Predictably this involves buying guns and collecting money. Money to buy the weapons and ultimately to buy your family back at the end.

Armed with a machine gun, your muscle-bound character is hurled into the first level and immediately, attacked by an army of humanoids. Three buttons serve jumping, gun and missiles, while the main control is through one of those yellow rotational joysticks, which effectively allows the character to be moved through eight directions plus shoot in a further sixteen. If *Midnight Resistance* took its inspiration from anywhere, it's Konami's *Gryzor*.

Initially a left to right scroller, you come across some well fortified platforms requiring a serious amount of blasting. Occasionally a dead solder will leave behind a token, exchangeable for extra weapons. Make it to the end without getting shot or breaking your neck and the end-of-level creation rolls on to the screen. This time it's a rather disappointing tank, which is none too hard to destroy. Following that is a short macho jog to the weapons shop where you can trade your tokens in for more firepower. The extra weapons include such niceties as flame throwers, high explosive shot guns, three way firing rifles, homing missiles and lots more besides.

Level two has you descending down various platforms guarded by gargantuan saw blades, high explosive cannons and a variety of foot soldiers. With the addition of one of the 'power' weapons this stage is hardly taxing. For instance you can find a cozy spot, wave the flame thrower around and crisp all the on-screen life. Unfortunately the big weapons have ammunition limits, and should you run out of ammo that weapon won't appear again. Later on comes another tank, not too different to the one you encounter on level one but much tougher to get past. Not long after comes yet another uninteresting looking tank which wraps the level up.

Once more you tool up and head on to more mayhem on the third stage, which starts off in much the same way as the first. Then the screen opens out to reveal the base of huge tree, with three ascending platforms at the base. More combat and more violence ensue until you reach the top. If you thought the previous saw blades were big, these need to be seen to be believed, two of them, either side of the screen, slowly coming towards you.

The graphics are simple but large, with the addition of the large screen the size seems even greater. The appeal behind *Midnight Resistance* seems to be generated by the control you have over the main character. The eight-way rotational joystick works very well, though sometimes it's fiddly. Not extremely complex or outstanding in any field, but enjoyable and fast, *Midnight Resistance* is currently taking more ten pees than just about anything else.

GRAPHICS	77%
SOUND	79%
PLAYABILITY	81%
CONVERTABILITY	84%
OVERALL	80%

ARCA

With the sole, ignoble exception of our Ed, every coin-op fan in the cosmiverse was pretty impressed with Taito's *Chase H.Q.* and its marrying of state-of-the-art driving with cops 'n' robbers. We all spent ten pees we could ill-afford slamming our police vehicle around the course in hot pursuit of felons to the charming, if occasionally muffled, instructions of our female controller back at H.Q.

What could be better, we asked ourselves after the first thirty plays or so? Well, it *would* be rather nice if we had some shooters to enable us to foil the fiends whose cars are that bit too nippy for us to catch by fair means, we sweatily admitted after another sixty.

Lucky old us! It seems that our fairy godmothers in Taito were listening, for they've just put *Special Criminal Investigation* into circulation (subtitled, for the hard of thinking, *Chase H.Q. II*) which takes the much-



Subtly, you're told where the nasty is.

SPECIAL CRIMINAL INVE

admired features of the original, throws in all the latest drivalong refinements (weather changes, etc.) and adds the exquisite pleasure of the mobile shoot 'em up.

But don't think your mission will be any easier. For, as the far more audible controller instructs you (she's called Karen, by the way), the villains are all protected by squads of bodyguards for you to do away with as well as the standard master-nasties themselves.

In fact, if anything *SCI* is even tougher than its prequel. Faced by grenade lobbing motor cyclists, gun-choppers or black sedans with hoodlums, the bodyguards are at least distractions from the task in hand.

When you also consider that the roads now twist, turn, hug cliffs and span storm-whipped waves, your rather crimplene-early-70's onscreen persona's very casual "gotcha, babe" responses do seem a tad overconfident.

As in the original, you've got accelerator, brakes, two gears

It's tach attack time.



ADES



Watch out for those horror choppers.



and a turbo button. More than one mishap will almost certainly prevent you beating the time limit within which you've got to get your man, and you've got to score a dozen or more hits/collisions with the master-criminal before his vehicle is totally in flames and he's forced to pull over.

To aid you in your really rather daunting task, an occasional chopper hovers overhead briefly and drops a three shot bazooka for you to try to pick up. Careful use on the

STIGATION

'Karen here, can I put you on hold?'



super-nasty (don't waste any on his lackeys) of this desirable but finite piece of hardware will make your job considerably easier.

The vehicles themselves are more varied than last time, too, and they do shoot back, or lob debris at you to get in your way.

Oh, and I nearly forgot: there are still plenty of innocent road users to get in your way as well.

Special Criminal Investigation is, in short, a remarkable update on a remarkable original, and well worth a few bob of your post Christmas dosh. (Even yours, Mike).

GRAPHICS	82%
SOUND	80%
PLAYABILITY	89%
CONVERTABILITY	77%
OVERALL	86%

tommy's TIPS



Modem mystery

● Recently at work I discovered a box which had a couple of modems in it. One was an old acoustic modem, but the other looked a good deal newer and my boss said that I could take it home and use it with my Amiga. Now I don't know much about modems and I'm a bit puzzled as to whether the modem is any good, what software I will need to operate the modem and how to operate the modem.

The modem is called a Datel Modem 4241X, it's brown and about 1¼ feet long. On the front it's got to the left a row of seven LED's labelled PSTN, RFS, TD, CD, RD, PC and TEST. To the right of the lights are a row of nine buttons labelled AL, ST, RDL, DL, AA, TELE, DATA, PSTN and INT. On the rear it has a female serial socket labelled DTE and three BT telephone sockets market TELE, PSTN and PC. The telephone cable is currently in the PSTN socket. Have you heard of this particular modem, will it work with my A500 and if it does, is it any good?

I hope that you will be able to help me.

B. L. Patterson,
Sheffield.

The DATEL 4241X Modem is probably quite an old device. It will probably be 1200/75 baud, although from the switches on the front it may have a 300/300 baud setting as well. You should be able to connect it to the A500 by means of a serial cable with pins 2 and 3 NOT crossed (i.e. a standard modem cable). It is difficult to know exactly which of the Amiga communications programs should work with it, but if you can obtain one of the 'vanilla' public domain comms programs then that will be as good as any to start with.

Plug the telephone cable into a standard BT socket and see if the modem can autodial using the comms software. If not, you will have to plug the phone into the TELE socket at the back of the modem and use that to dial any numbers. You will need to find out your local numbers for either access to something like Micronet or a local bulletin board. Basically, the name of the game is experiment. If all you get on your screen is gibberish, the chances are that the baud rate is wrong for that particular service.

Sorry I can't be more help, but unless someone out there has a handbook, I'm afraid you are going to have to proceed by trial and error.

Systems

● I have written a program but wish to start executing it at a certain point. Do I just type my program in then at the end type SYS..... ? And when I list it will it just say SYS..... ? Also I would like to know how to change the SYS..... back to basic.

Neil Harvey,
Western Australian.

You appear to be confusing two different things; one is starting a program from a particular line number and the other is disguising the program so that no one can list it. The former is extremely easy. If you want to start the program at line, 100, for example, then all you have to type (after entering the program in full and saving it) is RUN 100. This will start the program at line 100 rather than at the beginning. As for getting the program to list as SYS XXXX, type the following text exactly as shown, after entering the program in full:

```
0 SYS2063
1 *********
POKE 2063,169:
POKE 2064,26:
POKE 2065,133:
POKE 2066,43:
POKE 2067,32:
POKE 2068,89:
POKE 2069,166:
POKE 2070,76:
POKE 2071,174:
POKE 2072,167:
POKE 2059,0:POKE 2060,0
```

Note that you can save the program as normal since the 'end of BASIC' marker is still set. However, while the program will re-load and run correctly, all that will appear on a LIST command is SYS 2063.

PrintMaker

● HELP!! I am the proud owner of an A500 and a Star DP510 b/w printer. The printer won't print anything other than things made in Printmaster Plus. I have tried to copy the Preferences from Printmaster without luck. It seems I've got the right cable since it does work on the latter. Could you please tell me what the Preferences should be like and what I should do to get a printout from Pagesetter and D-paint?

Ragwall Johansen,
Norway.

You don't say which version of Kickstart you have on your A500, since this does make a difference as to which printer drivers are available. I am not familiar with the STAR DP510, but I suspect it will have an EPSON emulation mode. If it does then select this (by setting the DIP switches — see the manual) and then set FX-80 as the Preferences printer. Depending on the graphics facilities (i.e. whether the printer can do grey-scales) you can adjust the options for grey-scale or B & W in the relevant printer selection screen under Preferences. The secret of getting a printer, which is not actually shown in the Preferences list, to work is to experiment with different printer types. As you say, if it will work with one program then there is nothing basically wrong with either the printer or the cable. However, some programs do have their own drivers and don't use the Preferences setting so it is very possible that PrintMaker may be driving the printer directly.

Monitor to TV

● Please could you help me



Tommy's a fund of ideas for your New Year's party. Here we see him passing the parcel.

as I would be happy if you could do so.

I own an Amiga 500 and a Philips CM8855 colour monitor.

I would like to have a colour TV interface for my monitor so that I can connect it up to the TV aerial so I can receive colour TV on my monitor.

I have seen an advert for something like this but it was £139 and included Teletext.

Please could you tell me where I can purchase an adaptor without Teletext to get colour TV for my monitor.

Carl Jermy,
Bungey,
Suffolk.

What you need is a TV tuner with a suitable output and such things certainly exist. The one you have seen is indeed quite an expensive option, particularly if you have no interest in Teletext. However, you will be pleased to know that TRILOGIC do a TV tuner which will work with the Philips monitor (or the CBM 1084) and costs just £79.99 (excl. VAT). It is a push button tuner which plugs into the CM8833 and the aerial lead plugs into the tuner. You can contact TRILOGIC on 0274 611115 or write to them at 253 New Works Road, Bradford, BD12 0QP. Don't forget that if you don't already have a colour TV licence you will need one before using the TV tuner.

Missing Chip

● Just a few questions, the first is a technical problem with my C64. It won't recognize the 1541 disk drive anymore. Upon typing:-
LOAD "*", 8, 1
I get the response:-
SEARCHING FOR *
DEVICE NOT PRESENT

I have replaced the lead and also U1 and U2 chips but no responce, is there another chip which controls these two which needs replacing?

Secondly I have a modem for my 64. It is made by Miracle Technology, model V2123. Is there an Interface enabling me to use this with my Amiga?

Is anybody else having problems with Super Hang On on their Amiga? Up to date I have had 5 copies and they are all the same, all I get is the backing screen and a grinding noise from the drive. On examining the disk through CCI Wizard I get a System Request saying the disk has a Non Standard Boot Code. What does this mean, and is there something wrong with my computer as I have not heard of any trouble with this game and it is No 2 in the charts.

P Skedd
Dover

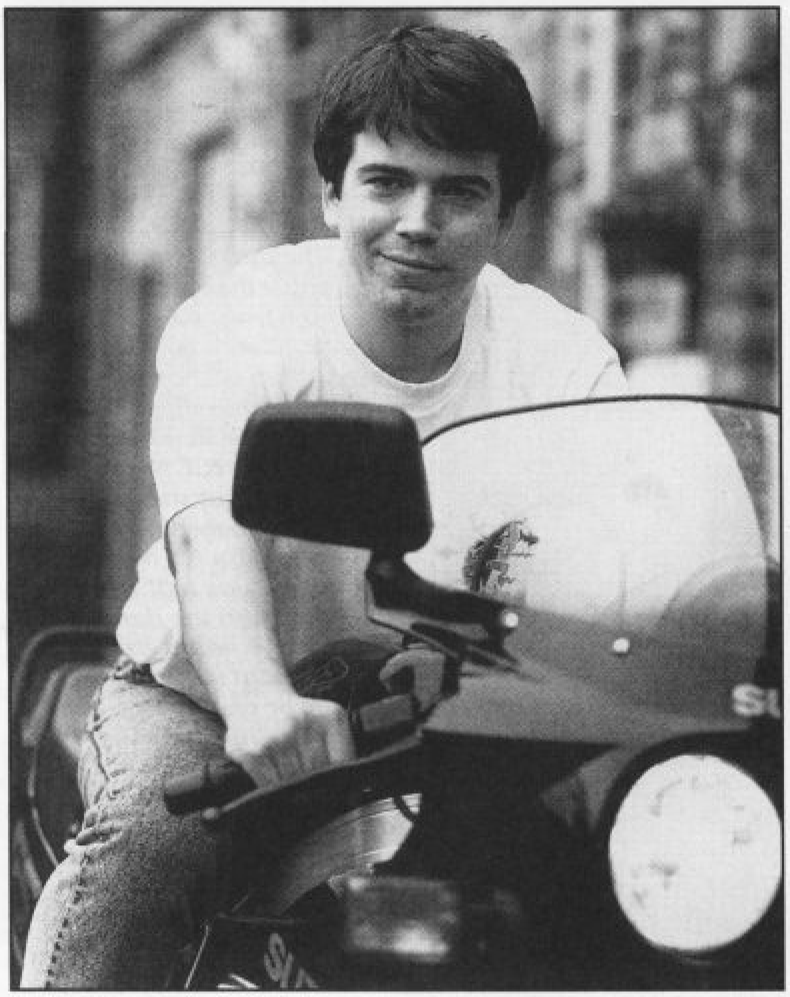
Your problem with the disk drive sounds much more like a problem with the 1541. The Commodore peripheral devices are intelligent, which means that they have their own processor and ROM, and the devices talk to each other by 'handshaking'. Each device has a particular number and the computer 'calls' the device using this number. It then waits for a response from the device within a particular time-frame. If no response is received within this period the computer 'times-out' and gives the 'DEVICE NOT PRESENT' error message.

It is extremely difficult to repair a computer by just replacing chips in the hope that you'll find the damaged part, since it could equally be a component such as a resistor or capacitor which is causing the fault. The easiest way to check if it is the computer or disk drive is to find someone else with either a C64 or a 1541 and try the combinations. If a second 1541 works with your computer then you know for certain that the computer is not at fault. However, at the end of the day, unless you have some test gear it will be a lot easier to get the drive looked at by a repair engineer with the maintenance manuals and the right equipment.

If the modem is the type that plugs into the expansion port of the 64 then the simple answer is, no it cannot be used with the Amiga. If it has a cable connector that connects to the user port then it should be possible to replace the plug with a 25-pin D-type connector for use with the Amiga. The respective manuals will show the wiring diagrams. Finally, some games cannot be run on an Amiga which is fitted with the Kickstart 1.3 ROM. If you have a recent model, try returning the game to the shop. If their machine has the same Kickstart version as yours, then the problem lies with your drive and you will need to get it fixed. If the shop machine has an older version of Kickstart then the problem lies with the game and you should request a refund.

Send your queries to: Tommy's Tips, CU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU

Q



D) ***Who is the biker and what was his last game?***

So you think you know it all, eh? Well here's a chance to test your knowledge against the CU staff. See if you can answer the questions below, then tot up your score, awarding yourself two points for each correct answer. Right here's your starter for ten, no conferring...

1 Identify this game plot: "The skinheads have taken Madonna hostage - take the law into your own hands!"

2 Which of these characters isn't a real referee in *Kick Off?*
 a) F Zappa
 b) S Screech
 c) I Bookham

3 Which production houses were responible for programming the following games: *Populous, Forgotten Worlds, Tubro Outrun?*

4 Which coin-op companies produced the following (licenced) games? *Atomic Robokid, Shadow Warriors, Dragon Breed.*

5 Who programmed *Eliminator*?

6 What is the name of the 3D system employed in Incentive's games?

7 On what machine did the game *Virus* first appear?

8 Name the space pirate who figured in Addictive's *The Kristal*?

9 What was the Rainbow Arts' game *Denaris* originally called?

10 Who is the hero of *APB*?

11 Which Tim Simenon track inspired the Bitmaps?

12 Psygnosis' Roy Barker is related to horror writer Clive Barker. True or False?

13 What was the name of the kiwi in *The New Zealand Story*?

14 Which two companies recently fought it out for the rights to *Tetris*?

15 In which game would you find a bloodstone?

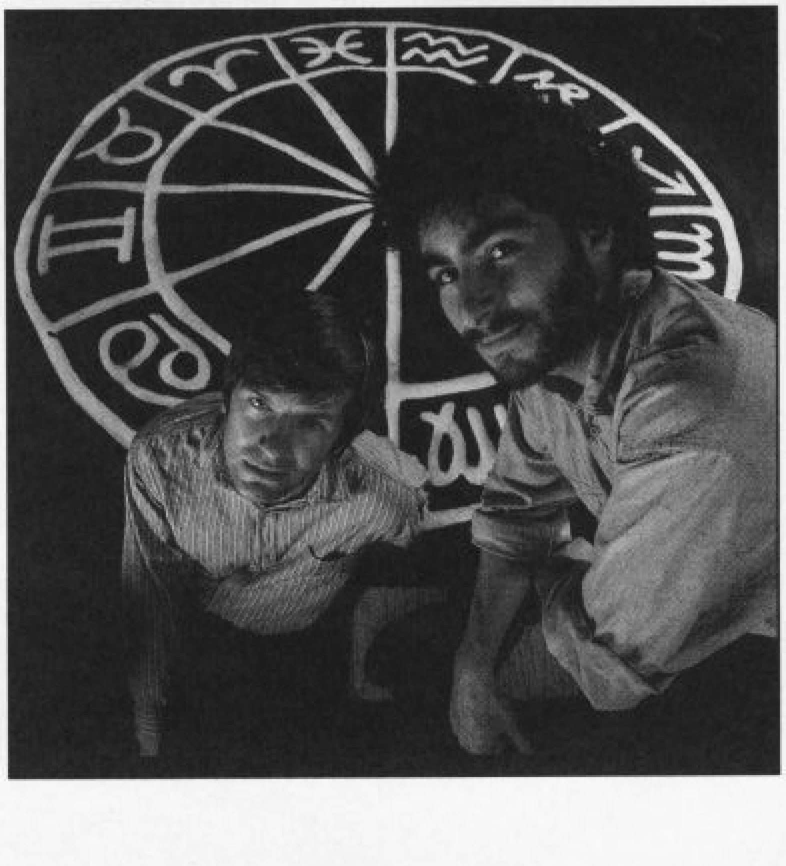
16 A software company put fizz into some of its releases recently. Which one?

17 Who are the heroes of the *Double Dragon* series?

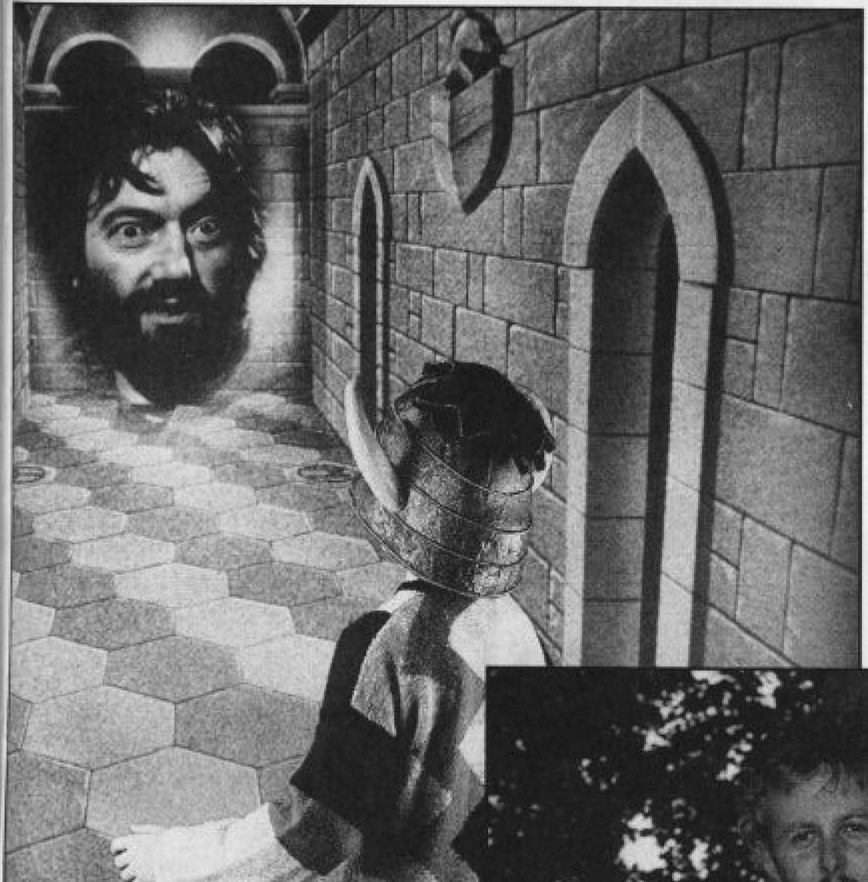
18 What nationalities are the following software houses?
 a) Dinamic
 b) Reline
 c) Silmundo

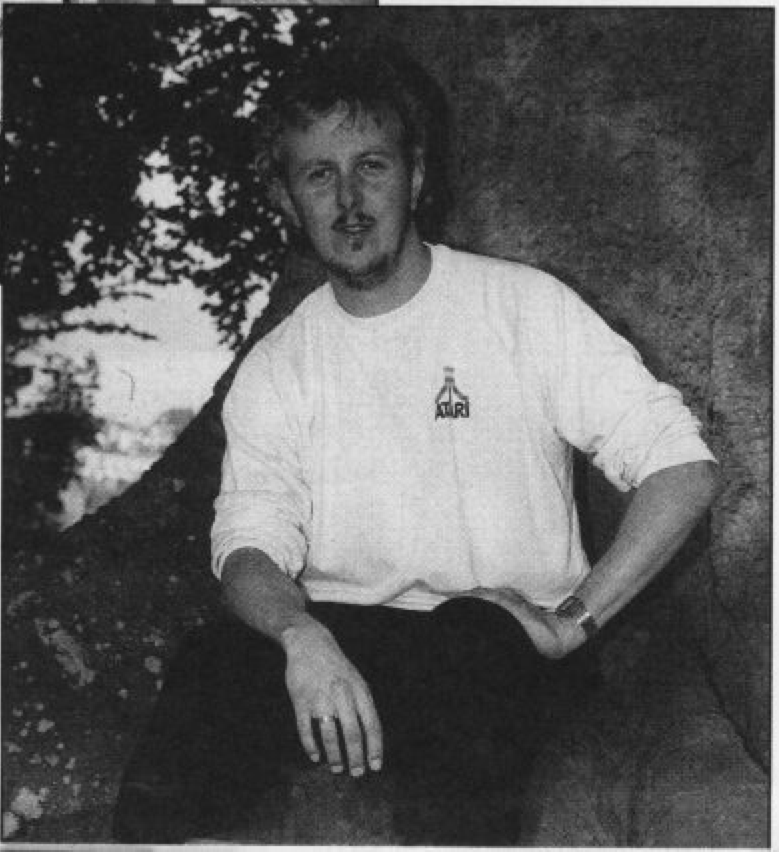
19 Why was Rainbow Arts' *Great Giana Sisters* withdrawn?

A) ***This programming house recently came up with a really mean game. What was it, and who are they?***



THE CU TRIVIA QUIZ





B) ***Name the programmer?***

C) ***Name the TV programme which was translated to the computer a while back?***

20 What was the original name intended for the Psyclapse game *Menace*?
a) Balzac
b) Jetstream
c) Draconia

21 *Stunt Car, Sentinel, Archipelagos* - which one is the odd one out and why?

22 Which rather wacky game made its debut on TV's Motormouth?

23 Which game transformed into *Live And Let Die*?

24 What is the identity of Rocket Ranger, and what is the name of the professor in danger of being kidnapped?

25 Which is the odd one out and why?
a) Captain Kef
b) Captain Courageous
c) Captain Conroy

26 Name the enemy occupied carrier in *Carrier Command*?

27 Who was the rather tough bunny in Firbird's *Samurai Warrior*:?

28 Name the two Arnie games to appear this year?

29 What city are they trying to build on Detroit in Robocop?

30 Which programmer recently revived his career with *Fiendish Freddy*?

ANSWERS

1 Vigilante
2 I Bookham
3 Bullfrog, Arc, Probe
4 UPL, Tecmo, Irem
5 John Phillips
6 Freescape™
7 Archimedes
8 Dancis Frake
9 Katakis
10 Officer Bob
11 Megablast (13th Precinct Hip Hop Mix)
12 True
13 Tiki
14 Mirrorsoft and Nintendo
15 Archipelagos
16 US Gold signed a deal with Pepsi
17 Jimmy and Billy Lee
18 a) Spanish b) German c) Italian
19 Because of its similarity to Mario Brothers
20 c) Draconia
21 Archipelagos, the other two were programmed by Geoff Crammond.
22 Weird Dreams
23 Aquablast
24 Commander Cody and Professor Barnstorff
25 b), the rest are captains of Speedball teams.
26 USS Omega
27 Usagi Yojimbo
28 Red Heat and Running Man
29 Delta City
30 Chris Gray

PICTURES

A) Wicked by Binary Vision
B) Martin Walker
C) Knightmare
D) Michael Powell - he wrote Powerdrome.

OUTER LIMITS



SYNCHRONISE ▼

your brain patterns with the latest in laid back West Coast techno gross out. The Relax Man claims to do just that, with flashing lights and blipping headphones.



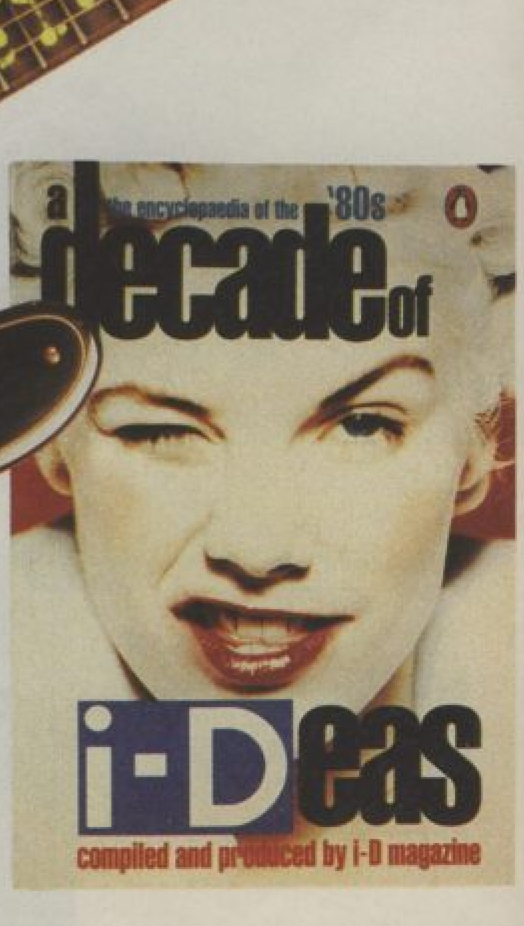
TESLA WHIRL ▲

— the Nightsar is effectively a lightning chamber which creates finger-like patterns of electricity . Looks great in the dark. Available from The Leading Edge, Whitleys, Bayswater, Windsor and Heathrow, price £99.95.

POWDER CHORD ▶

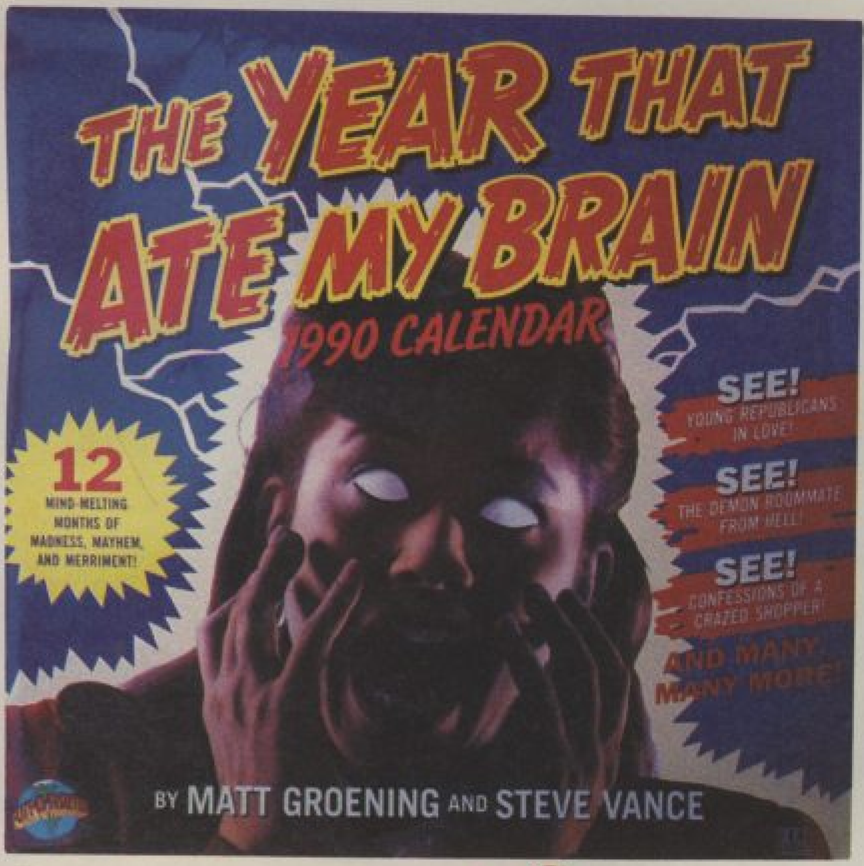
— the latest in guitar customisation from one Tim De Whalley is Terence Trend D'Arby Telecaster. It's fitted with an LCD crystal display, a VU meter, a TV monitor which plays back from any video source and a clock.





EIGHTIES

retrospectives are all the rage, but the most comprehensive must be ID's. Available from all good book shops, as they say, price £7.99. ▶





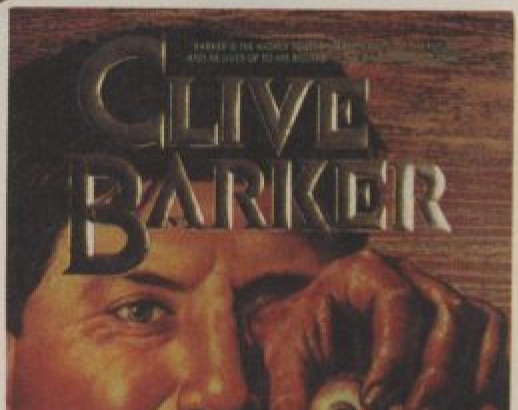


▲ MAKE A DATE

with kitsch horror with this calendar based on old B movie posters. Price £5 from Forbidden Planet.

▲ MECHANICAL FISH

might seem the ultimate in enviro laziness, but at least you don't have to worry about over feeding it. Price £19.95 from Roxie, 76 Wardour St, London W1



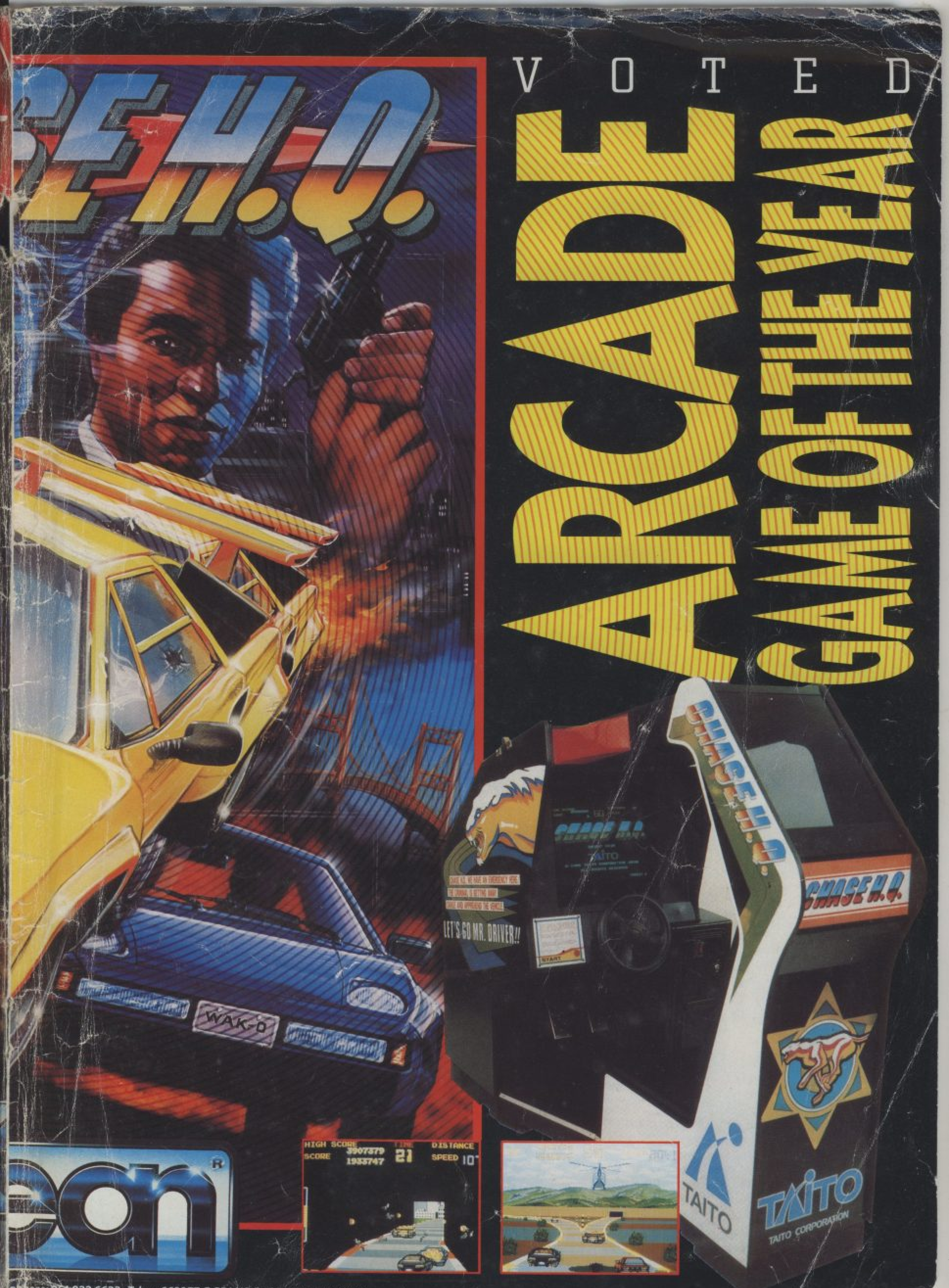


COMPACT AND BIJOU

just about describes Phillips latest portable TV. A 3" LCD display and a screen which folds flat makes it the ultimate in portability. Price ◀ £299.

COMIC SCHLOCKCASE ▲

— Clive Barker's brand of horror is converted to comic form in Tapping The Vein. Available price £2.50 from Forbidden Planet, 71 New Oxford St and all leading comic shops.



VOTED
ARCADE
GAME OF THE YEAR
CHASE H.Q.
LET'S GO MR. DRIVER!!
WAK-0
HIGH SCORE 3907379
SCORE 1933747
TIME 21
DISTANCE
SPEED 10
TAITO
TAITO CORPORATION

OFFICIAL

Advanced Dungeons & Dragons®

COMPUTER PRODUCT

DRAGONLANCE



DRAGONS OF FLAME

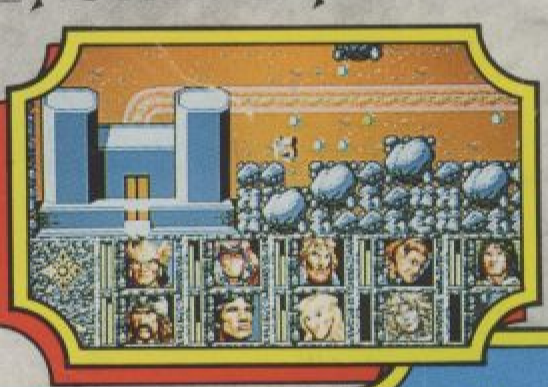
HEROES OF THE LANCE COME FORWARD... THE EVIL QUEEN OF DARKNESS GROWS IN STRENGTH.

Takhisis, Queen of Darkness, and her Draconian hordes have overrun much of the homeland of Krynn, even the elven armies of Qualinost, valiant in their resistance to this evil power, struggle on the edge of defeat. It is only the returning Companions of the Lance that can halt this wave of tyranny before Krynn is consumed by evil. Freed from captivity by an elven assault column, the Companions under the guiding direction of the Cleric Goldmoon and bolstered by their success at recovering the mystical Disks of Mishakal, can once again restore a belief in the gods and unify the inhabitants of Krynn against the power of Takhisis.

The Companions must move swiftly through this wartorn land, cautious of strangers but seeking compatriots and ever alert to the rapid advance of the Draconian forces. The courageous elves will finally fall, but there is one last chance to free the loyal slaves held in Pax Tharkas and join together to recover the long-lost sword Wrymslayer in what could be the vital rallying point in rekindling resistance to the plague of darkness sweeping over Krynn.

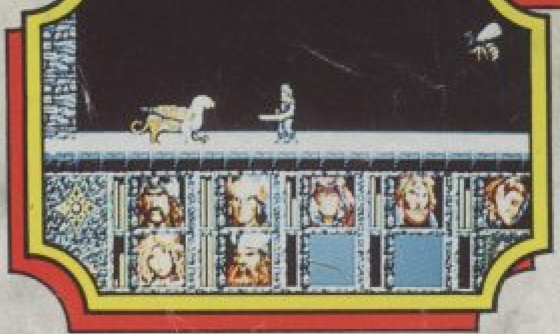
A DRAGONLANCE™ ACTION GAME





SSI™ STRATEGIC SIMULATIONS INC

TSR™



AVAILABLE ON

Atari ST. IBM PC & Compatibles. CBM Amiga.



Screen shots from various systems.

U.S. GOLD®

U.S. Gold Ltd., Units 2/3, Holford Way, Holford, Birmingham B6 7AX. Tel: 021 625 3388.